

IT'S GOODBYE FOR NOW, BUT WE'LL MEET AGAIN,

75p

GAMES-X

26th March -
1st April '92
Issue 48

Amiga • Atari ST • Consoles • Hand Helds • PC • And more...



SNEAKY PEEK: ACES OF THE PACIFIC p.42

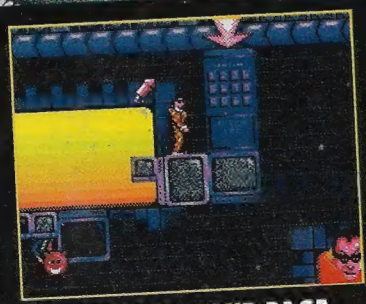


REVIEWED:
**THE MIRACLE
PIANO TEACHING
SYSTEM p.6**

**EXCLUSIVE
REVIEW:**
**HOOK
FROM OCEAN**

GAMES INSIDE...

- ★ TINY TOON ADVENTURES
- GAME BOY
- ★ IAN BOTHAM'S CRICKET
- ★ STEEL EMPIRE
- ★ SUPER BIRDIE RUSH
- SUPER FAMICOM
- ★ HELLFIRE
- MEGA DRIVE
- ★ FASTEST LAP
- GAME BOY
- ★ PLUS MANY MORE...



EXTENSIVE FOUR PAGE
HARLEQUIN GUIDE p.30



HOSTILE BREED
p.44



DOUBLE HELPING OF
BUDGET RELEASES p.26

...WE KNOW WHERE AND YOU KNOW WHEN!



AIR BUCKS

Starting with only \$100,000 and an old Dakota plane your dream is to be the president of a worldwide airline company.

First reported in issue 40, *Air Bucks* by Impressions will be available in May for the ST, PC and Amiga and will cost £34.99.

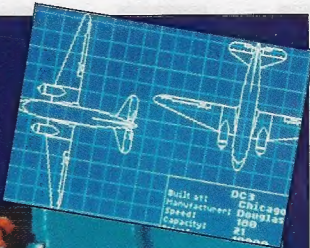
To start you'll have to concentrate on internal flights but who knows, you could make it to chartered international flights with a fleet of 747s and a couple of Concordes.

Billed as *Railroad Tycoon* in the air, Impressions' *Air Miles* could be the company's biggest success to date.



CARGO AWAITING PICK-UP

To	Qty	Price
Palm Beach	5	40
Havana	1	43

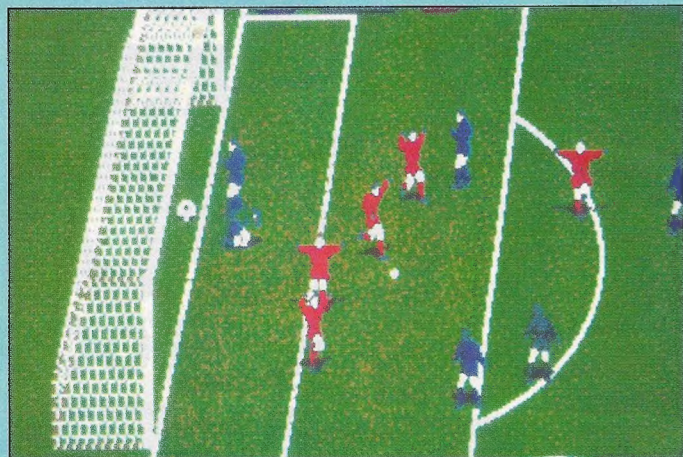


EUROPEAN CHAMPIONSHIP

Elite Systems has been busy working on the conversion of Techmo's 'World Cup 1990' coin-op. The game will be known as *European Championship 1992* and is set for a May release on the PC, PC-CD ROM, Amiga and ST.

The game will include all manner of ball control options - passing, dribbling, volleys and even overhead kicks. *European Championship 1992* also includes a number of humorous finishing touches such as careless players who knock themselves out on the goal posts and a streaker who is apprehended by a policeman and his ever useful helmet!

Played against either the computer or an opponent, *European Championship 1992* will cost £25.

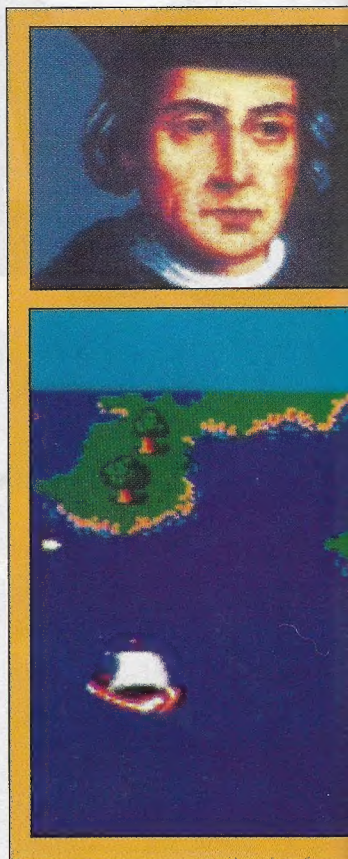


ARSENAL

Thalamus Europe is pleased to announce its most recent signing - the entire Arsenal football team!

The game features arcade action with a small managerial section. The product was started late in 1991 and has been programmed in close collaboration with the club.

Arsenal FC the computer game will



initially be available for the Amiga in Easter, with ST, PC and C64 versions following during the summer.

EURO CLUB SOCCER

Virgin Games is to release what's widely predicted to be the definitive soccer game on console. *European Championship 1992* is being designed and produced for the Sega Mega Drive by Krisalis/Teque, authors of the best-selling footy title *Manchester UTD*.

In fact, the game is based on the

ON THE SHELF!

Here is a list which has been compiled by GX, with the help of Centresoft and Leisuresoft, to keep you up to date with all the games which will be hitting the shops in the coming week. There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
Battle Isle	Ubi Soft	PC	£25.99	31/3/92
Bushbuck	Activision	Amiga	£29.99	1/4/92
Catalypse	Line1	C64 (cass)	£10.99	27/3/92
		C64 (disk)	£15.99	27/3/92
		PC	£34.99	1/4/92
Celtic Legends	Ubi Soft	Amiga	£29.99	1/4/92
Conan	Virgin	ST	£25.99	27/3/92
Cover Girl Poker	Storm	Amiga, ST	£29.99	27/3/92
Discovery	Impressions	PC	£9.99	1/4/92
Dragon of Flame	Kixx	Amiga, ST	£7.99	1/4/92
		Amiga	£25.99	1/4/92
Epic	Ocean	Amiga	£25.99	1/4/92
Fireforce	Electronic Zoo	C64 (cass)	£11.99	1/4/92
Gauntlet 3	US Gold	C64, Spectrum	£16.99	1/4/92
		ST	£34.99	30/3/92
Grand Prix	Microprose	Amiga, ST	£29.99	1/4/92
Ian Botham's Cricket	Celebrity	PC	£29.99	2/4/92
Kaiser	Line1	System 3	£25.99	30/3/92
Last Ninja 3	Mindscape	PC	£30.99	27/3/92
Legend		Amiga	£30.99	27/3/92
Leisure Suit 1	Sierra On Line	Mac	£34.99	1/4/92
Mad Dog Williams	SMG	Amiga, ST	£29.99	2/4/92
Moonstone	Mindscape	ST	£30.99	1/4/92
Myth	System 3	Amiga	£25.99	1/4/92
Over the Net	Genius	C64 (cass)	£10.99	27/3/92
		C64 (disk)	£15.99	27/3/92
		Amiga	£32.99	1/4/92
Pools of Darkness	US Gold/SDSI	PC	£30.99	28/3/92
Rocketeer	Disney	8-bit (cass)	£10.99	30/3/92
Shoe People	Gremlin	8-bit (disk)	£15.99	30/3/92
Simant	Ocean	PC, Mac, Amiga	£34.99	30/3/92
Space Crusade	Gremlin	ST	£25.99	30/3/92
Steg	CodeMasters	Amiga, ST	£7.99	1/4/92
		8-bit	£3.99	1/4/92
Tilt	Genius	PC	£30.99	27/3/92
Top Banana	Hex	CDTV	£29.99	1/4/92
Top Wrestling	Line1	Amiga	£25.99	27/3/92
Traders	Line1	Amiga, ST	£25.99	27/3/92
UMS 2 Planet Editor	Rainbird	PC, Amiga, ST	£15.99	1/4/92
Video Kid	Gremlin	ST	£25.99	30/3/92
Wing Commander Delux	Mindscape	HD PC	£45.99	27/3/92

DISCOVERY

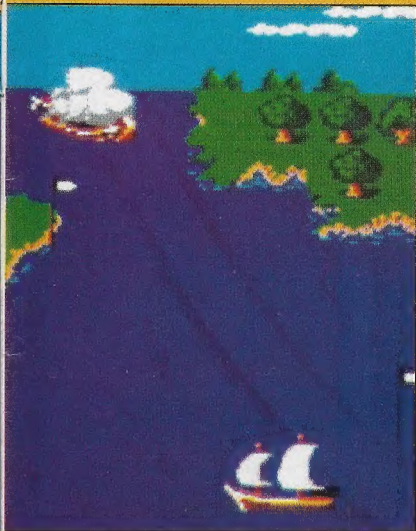
You can probably guess by the number of Columbus-type games crawling out of the woodwork that this year is the 500th anniversary of Columbus's discovery of the New World.

In yet another celebration of this momentous find, Impressions is designing *Discovery, In the Steps of Columbus*, a game of exploration, an adventure of sorts,

although Impressions is hard pressed to actually put the game into a category.

The game has elements of trading, fighting on land and sea, discovering land and then establishing settlements - lets call it a voyage of discovery, shall we? The game boasts strong graphics and is reputed to be historically accurate, with complex puzzles and strategies to get your head round.

Discovery is destined for an Amiga and ST release in March and a PC release in June.



Manchester UTD idea with certain graphical and technical changes more suited to cartridge.

The league challenge features some 170 teams all yying for the coveted title of European Champions and getting their eagle mitts on that bloomin' great cup. Due out in June, to coincide with the European Champoinships.

BARTON CREEK

Golfing addicts will be pleased to hear of yet another world-class course for US Gold's Links. The new course is set in the heart of the Lone Star State.

Featuring the natural beauty of Texas, Barton Creek includes a wealth of water hazards including lakes, streams and waterfalls.

Host to the Liberty Mutal Legends of Golf Tournament, the Barton Creek data disk will be available for use with the original PC Links game.

LORD BRITISH

Fans of the *Ultima* Series will have the opportunity to meet **Lord British** in person. Richard Garriot, creator of the *Ultima* games and co-founder of Origin, will be making a special appearance at the Virgin Megastore, Oxford Street, London on Saturday April 11th between 11am and 3pm. *Ultima* Fans shouldn't miss it.



TERMINATOR II - an apology

In issue 46 of *Games-X* three photographs from the Carolco pictures/20th Century Fox film *Terminator II* were used without permission.

The licence to produce a video game based on the characters in the film has been granted to Acclaim Entertainment, whose *Terminator II: Judgment Day* is expected to be a top-selling Game Boy and NES title, on release in the UK in April.

We apologise to Acclaim Entertainment and Carolco Pictures/20th Century Fox for using the copyright photos from the film without authority.



INSIDE INFO

Best of the Bunch

Miracalissimo 6

Plink, plonk, Mozart lives on as you battle to become a music maestro with the Miracle Piano Teaching System.



Street Talk 13

Woe, woe and thrice woe. The roving camera and Dictaphone are finally hung up in the Arndale Centre in Manchester.

Budget Bonanza 26

Bye bye budget. Your last chance to spend those coppers on, say, 2 Hot 2 Handle or...

Games of the Week



Myth Hook 14

You'll be 'mythed' if you don't catch a look at this super-duper

platform rompy-rompy, not to mention 'hooked' on the latest graphic adventure from Ocean.

Regulars

Software Charts 4

Console Connexions 20

Experience the likes of *Sim City* and *Super Birdie Rush* on the Super NES/Famicom, and whip out that Mega Drive for *Steel Empire* and *Hellfire*.

Tip-X 28

The correction fluid has run dry, only a few dribbles left for tips on *Knightmare*, *Robocod*, plus...

Player's Guides 30-37

A four page *Harlequin* guide, *Barbarian 2* and *Kid Gloves II*.

Dr X's Clinic 9

He's flipped and is now sailing in orbit as a meteor. Where he next lands, no one knows...

Sneaky Peeks 42-45

Shiver at the creepy crawlies in *Hostile Breed* and take a squint at the ducking and diving in *Aces of the Pacific*.

X-it 46

Unc has just about had enough. *Euthanasia* beckons...

ON YOUR MACHINE THIS WEEK

AMIGA

BSS Jane Seymour.....	27
Golden Axe.....	26
HeroQuest.....	27
Hook.....	16
Hostile Breed.....	44
Ian Botham's Cricket.....	18
Myth.....	14
2 Hot 2 Handle.....	26

PC COMPATIBLE

Aces of the Pacific.....	42
Hook.....	16
Ian Botham's Cricket.....	18

GAME BOY

Fastest Lap.....	20
Tiny Toon Adventures...	22

ATARI ST

BSS Jane Seymour.....	27
Golden Axe.....	26
HeroQuest.....	27
Hook.....	16
Ian Botham's Cricket.....	18
Myth.....	14
2 Hot 2 Handle.....	26

MEGA DRIVE

Hellfire.....	24
Steel Empire.....	22

SUPER FAMICOM

Sim City.....	21
Super Birdie Rush.....	23

GALLUP CHARTS

Here's your exclusive chance to see where your favourite game stands in the software charts.

1	◆	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
2	◆	DIZZY'S EXCELLENT ADVENTURES House: CODEMASTERS Team: VARIOUS
3	▲	DIZZY COLLECTION House: CODEMASTERS Team: VARIOUS
4	▲	TERMINATOR 2 House: OCEAN Team: DEMENTIA
5	▼	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
6	▼	FORMULA 1 GRAND PRIX House: MICROPROSE Team: GEOFF CRAMMOND
7	▲	HARLEQUIN House: GREMLIN Team: WARP FACTORY
8	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
9	▲	ROBOCOP 3 House: OCEAN Team: DID
10	▼	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
11	▲	A320 AIRBUS House: THALION Team: IN HOUSE
12	◆	SOCCER STARS House: EMPIRE Team: VARIOUS
13	★	SPACE GUN House: OCEAN Team: IMAGES
14	★	BOARD GENIUS House: BEAU JOLLY
15	▼	CARTOON COLLECTION House: CODEMASTERS Team: VARIOUS
16	★	2 HOT 2 HANDLE House: OCEAN Team: VARIOUS
17	▲	THE JETSONS House: HI-TEC Team: 221B
18	★	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
19	▼	ANOTHER WORLD House: US GOLD Team: DELPHINE
20	★	INDY HEAT House: STORM Team: SALES CURVE

1	◆	RAINBOW ISLANDS House: HIT SQUAD Team: GRAFTGOLD
2	◆	F-16 COMBAT PILOT House: ACTION 16 Team: DI
3	▲	FIRST DIVISION MANAGER House: CODEMASTERS Team: CYRUS SOFTWARE
4	▼	ITALIA '90 House: TRONIX Team: VIRGIN
5	★	MIDNIGHT RESISTANCE House: HIT SQUAD Team: SPECIAL FX
6	▲	ROBOCOP House: HIT SQUAD Team: PETER JOHNSON
7	▼	BUBBLE DIZZY House: CODEMASTERS Team: LYNDON SHARP
8	▼	DOUBLE DRAGON 2 House: TRONIX Team: BINARY DESIGN
9	▼	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
10	★	NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE

1	◆	FORMULA 1 GRAND PRIX House: MICROPROSE Team: GEOFF CRAMMOND
2	▲	HARLEQUIN House: GREMLIN Team: WARP FACTORY
3	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
4	▲	A320 AIRBUS House: THALION Team: IN HOUSE
5	▲	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
6	★	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
7	◆	ULTIMA 6 House: MINDSCAPE Team: ORIGIN
8	★	ANOTHER WORLD House: US GOLD Team: DELPHINE
9	▼	ROBOCOP 3 House: OCEAN Team: DID
10	★	ELVIRA 2 - THE JAWS OF CERBERUS House: ACCOLADE Team: HORRORSOFT

1	▲	ROBOCOP 3 House: OCEAN Team: DID
2	▲	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
3	▲	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
4	▼	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
5	★	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
6	▼	JAMES POND 2 - ROBOCOP House: MILLENNIUM Team: C SORRELL & S BAK
7	★	FOOTBALL CRAZY CHALLENGE House: ANCO Team: DINO DINI
8	▼	ANOTHER WORLD House: US GOLD Team: DELPHINE
9	★	THUNDERJAWS House: DOMARK Team: THE KREMLIN
10	★	GREMLINS 2 House: ELITE Team: TOPO SOFT

1	▲	STAR TREK 25TH ANNIVERSARY House: ELECTRONIC ARTS Team: INTERPLAY
2	★	EYE OF THE BEHOLDER 2 House: US GOLD Team: SSI
3	▲	MONKEY ISLAND 2 House: LUCASFILM Team: RON GILBERT
4	▼	F-117A STEALTH FIGHTER 2.0 House: MICROPROSE Team: MPS LABS
5	▼	FUN SCHOOL 4 (OVER 7) House: EUROPESS SOFTWARE Team: IN HOUSE
6	★	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
7	★	CHAMPIONS House: KRISALIS Team: VARIOUS
8	★	LINKS - BARTON CREEK House: US GOLD Team: SSI
9	★	LINKS - DORADO BEACH House: US GOLD Team: SSI
10	★	7 COLOURS House: INFOGRAMS Team: IN HOUSE

ALL FORMATS

AMIGA

ATARI ST

BUDGET

IBM PC

★ New Entry ▲ Climber ◆ Non mover
▼ Faller ★ Re-entry

All Games-X charts are compiled by Gallup Ltd, and are copyright of European Leisure Software Publishers Association.

**It has taken control.
It owns their minds.
It imprisons their bodies.
It even absorbs the building!
It's..**

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MIRACALISSIMO

The Miracle system is initially intended for launch on the Nintendo Entertainment System and also on PC compatible machines.

The system comprises of the necessary educational software along with a full size 49 key velocity sensitive keyboard which plugs into the joystick port, or serial port on the PC.

The basic aim of the package is to introduce the rudiments of music to both children and adults alike.

The advanced software bundled with the package utilizes the latest developments of artificial intelligence and is capable of training the very worst player up to grade five quality!

In the past, a number of feeble attempts at musical training have been available across a fairly broad spectrum of formats. Unfortunately, one of the biggest let-downs has been that they just aren't fun!

One of the greatest problems encountered by anyone who is learning

For donkey's years the manufacturers of computers and consoles have been ramming it down our throats about how their latest system is "ideal for educational purposes". Usually just a way of justifying the release of another games based system... will this Miracle change things? John finds out...

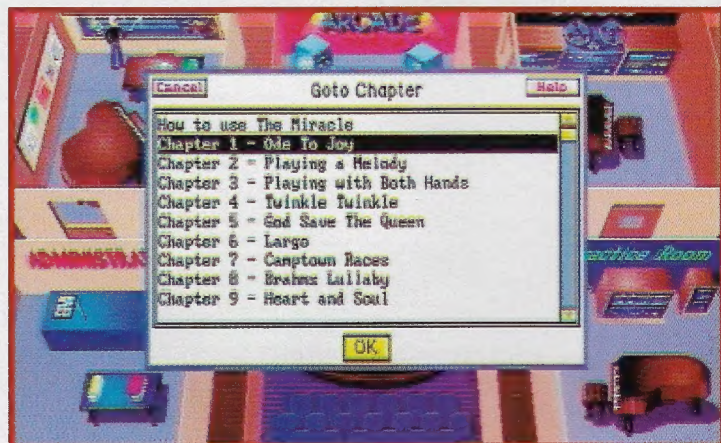
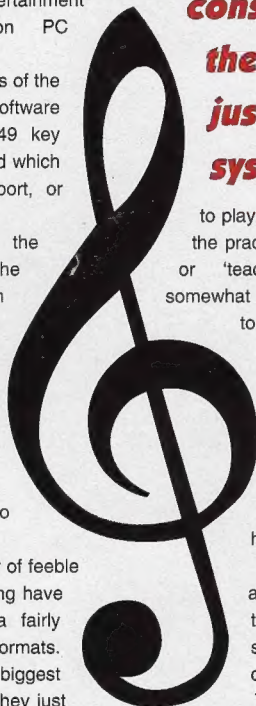
to play an instrument is the fact that the practice routines set by teachers or 'teach yourself' books are somewhat tedious. The Miracle intends to break this mould and inject some fun...

STARTING FROM SCRATCH

Being a big fan of all things musical I jumped at the chance of getting my hands on this little baby.

I know my way roughly around the keyboard, but not to any particularly high standard. Maybe this is my chance to really improve!

The main part of my time has been spent using the NES version of the software. I have seen the PC version, but more of this later...



The Miracle will teach you any of 36 separate pieces. If you think you're good enough you can skip straight to the later sections by simply calling up a menu

Booting up the Miracle cart throws you straight into the first lesson which demonstrates the best way of sitting at your keyboard and how to hold your hands correctly.

It moves on to a few elementary note positions before progressing to rhythm and basic music theory.

The course is divided into 36 separate parts, each of which will develop your knowledge by teaching you a single tune.

The teaching process is simple and effective. It starts by telling you finger positions, then the notes on the staff, before introducing a few games that will

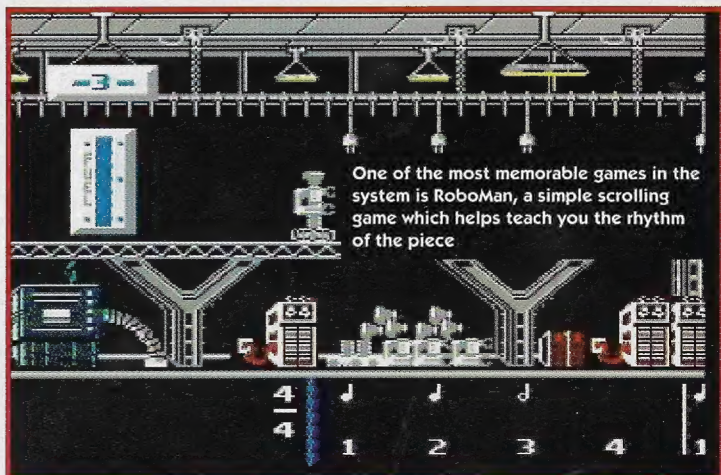
MIRACLE OR TEACHER?

One of the biggest problems that anyone can have while playing an instrument is the pressure they feel from a qualified teacher. No matter how friendly or pleasant an instructor is, if you cock something up you feel rotten about it and the embarrassment is often enough to force some people to jack the whole thing in!

With the Miracle system things are a little different. If you make a mistake, the software analyses where you are going wrong and will initialize the most effective teaching aid it can to spur you along.

It is always helpful and will never give you any cause for concern... it also works out cheaper than paying a piano teacher by the hour!

The only obvious downfall is that it leaves no scope for the personal touch. If you're brilliant it won't enrol you for a scholarship, it won't help you find a band and it won't make you a drink when you've finished...



One of the most memorable games in the system is RoboMan, a simple scrolling game which helps teach you the rhythm of the piece

well and truly embed the knowledge in your noggin.

Your first little gaming encounter involves Roboman, a short circuit robot look-alike who runs through a factory switching on plugs with his head (???)

All you have to do is play the correct rhythm on the keyboard to make him turn 'em on! Simple stuff initially... but it gets much harder!

ARTIFICIAL SARCASM

The next game you'll find is Duck Shoot, a wonderful little aid that helps you remember melodies.

All you have to do is shoot the birds by pressing the correct note on the keyboard! A most amusing little section which works amazingly well.

As you progress on from the initial lessons, the Miracle introduces new techniques, as well as placing greater stress on the theory side.

The most amazing thing though is the way the AI system keeps track of what you're doing.

It literally listens to your work, analyses it and then gives suggestions as to where you're going wrong.

SO DOES IT WORK?

Unlike a real piano teacher, it neither grows impatient nor becomes angry. One thing I have noticed is that every now and then it does tend to get just a little sarcastic!

After rattling off what I thought was a wonderful rendition of Beethoven's 9th the program decided to comment on how it could write a whole new tune just from the notes I'd missed!

The course is intended to help you along at your own pace, only introducing new

techniques as and when you need them. After playing around with this for some considerable time I can honestly say that it is most probably the best educational application I have yet seen on any home computer system.

The software is practical and immense fun to use.

At the same time having enough scope to be of use to both adults and children alike.

Suitable for both use in the home and when at school, Miracle is

DIARY

THURSDAY 27TH FEBRUARY

It didn't take long to link it up to the console and we were up and running in no time. Booted up the software on the NES and decided I'd try it out right from square one. Learned where middle 'C' is... cor! Also started playing a very dodgy tune.

FRIDAY 28TH FEBRUARY

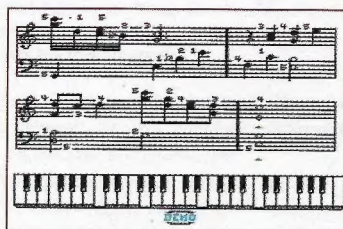
Loads of metronome-based exercises rammed down my throat today. At least with that stupid robot you've got something to play around with! I am now perfectly capable of a passable rendition of Beethoven's 9th. Not bad for a couple of day's work eh?

MONDAY 2ND MARCH

Continued with my lessons and started using different hand positions on the keyboard, as well as learning about sharps and flats and stuff. It's given up telling me where to put my fingers and everything is now displayed using standard notation.

TUESDAY 3RD MARCH

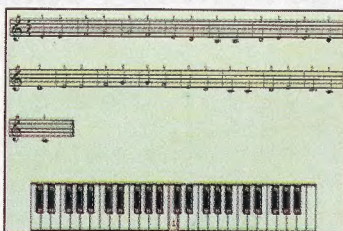
Although I can already read music fairly well, the Miracle system is doing a very good job of helping to jog my memory along. Its diligent method of gradually pushing home individual points is very effective.



The Miracle will demonstrate the piece of music before gently easing you in

possibly the most significant educational tool to be released yet.

At long last, you can honestly say with your hand on your heart that your Nintendo has educational as well as entertainment uses!!!



It will help you with rhythm, fingering, as well as phrasing in the later lessons



BRI'S COMMENT

Oh, great. This will really put the piano teachers out of business. The Miracle is easy to use and with the inclusion of the Roboman it can be fun for youngsters to operate.

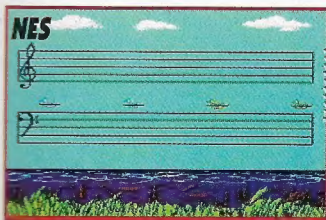
At about £150 the value of the package can't be faulted. Sadly, I can see people getting slightly annoyed because the machine requires you to be just about perfect before it lets you move on.

However it is a very good learning tool and if you are dead set on learning the piano then this comes highly recommended.



WHAT'S UP DUCK?

The most significant difference between the NES and PC versions of the software is in the presentation. This can be best illustrated by showing both versions of the duck shooting game



Goodbye for now...◆◆◆

But prepare yourself for
something completely different
on **26th May**

A REAL QUACK SHOT

Please can you help me? I've just bought Quackshot for my Mega Drive but when I'm in Egypt the ceiling comes down on me where the sun, moon and stars are on the bricks. I assume it's some sort of combination but I can't figure out what. Can you give me some help on this one?

Karl Wilson, Darlington.

DR X: I sure can help you Karl, and you're right, it is a combination. A combination of only three so I'm surprised you've not sussed it out yet. You've got to act quickly. First jump on the sun block, then the moon block and then the star block.

The ceiling will stop falling in on you, and you'll be able to collect the Sceptre of Ra. Then you can fly off to the South Pole, the rest is up to you.



Everyone's favourite fishy secret agent, Robocod, raises the roof dancing on the tables of the local pub, watched by Feergus, Sharon and Brian

FISHY BUSINESS

Hello again, it's me. The Defector! I did not defect to C&VG!!! I have kept on reading your magazine. I am stuck on Robocod on the Amiga and I have completed every level and defeated every guardian. I have also completed the secret rooms. I do not know where to go now. Please help me!

Chris (Defector) Smith, Stockton-on-Tees.

DR X: I'm glad you took my sound advice and didn't leave this esteemed publication for a comic. With a mysterious new magazine in the offing, I strongly recommend you to check it out. It has my blessing, and what a corker it's going to be.

As for Robocod, you'll have to sleep safely in the knowledge that you've can't have completed every level. Despite what you say, you're mistaken.

Check every doorway again, and when you've done everything you'll meet the big bad snowman. An end-of-level guardian with attitude, a real nasty piece of work. Try everything again!

MANIC MARIO


One day I was walking down a street with my brand-new Mega Drive 'Sonic Pack' in my hands. Then suddenly 'Sonic' shot past me and in shock I fell down. My Mega Drive started to roll down the hill and then, most shocking of all, 'Crunch!', Super Mario was stomping on top of it.

Please, please, please could you send me a Mega Drive 'Sonic' Pack, it would definitely make my day.

PS. Where do you get your hair done? I really like it.

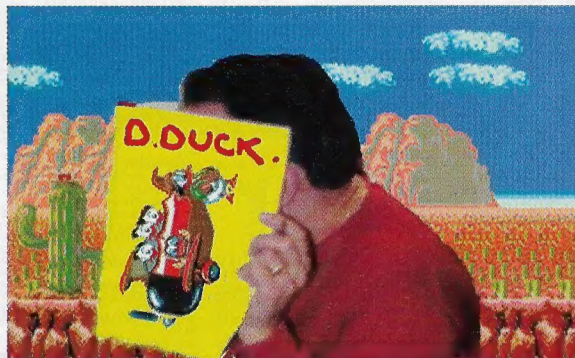
Simon, Sheffield.

DR X: Well, well. Thanks for that news story Simon. It's the sad face of modern business that two rival companies turn to such petty acts of victimisation.



DrX

My metaphysical leanings this past month or so haven't been in vain. I wished to show another side of my being to the select people, the readers of Games-X. I'm leaving for a while, but I'll be back, in whatever incarnation I fancy. I'm the all-knowing everything. I'll be in the air, the water and the rocks. I'm that rock. The mystical X. The rock of knowledge. The essence of Love and Being. Meditate children, safe in the knowledge that I'll return and if you don't, then I'll give you a clip round the ear and don't you forget it!



Everyone's favourite friendly Art Editor, Jon Ross, checks out some serious literature in this sadly sanitised version of a much racier piccy which shamelessly reveals his true interests!

Personally, though I feel sorry for your predicament, I don't want to get caught between the two gaming giants. Sonic is far too quick for me and Mario will probably do to my head what he did to your Mega Drive.

I may send you a T-shirt in sympathy, but it's all sounding far too unreal for my sensibilities, so I probably won't. However, a pleasant change from the usual grovellings Simon, well done.

PICK A POCKET OR TWO

I have recently purchased Magic Pockets by the Bitmap Brothers and I play it every minute. Sadly, I cannot get past level seven, the Jungle World. So please, please, please tell me how to get past it or tell me a cheat to help me.

Andrew Reed, Tyne & Wear.

DR X: If you had read Games-X more regularly you'd have noticed a fully comprehensive Player's Guide by 'he with the girls flocking to his side', John.

Because of that, I'm tempted not to reply but for the sheer novelty value I

will. Definitely no tips, though. You don't actually state on paper what your problem is, but I can guess that it's something connected with the beanstalks.

The trick is to chuck a cloud over them, wait for it to turn into rain, then climb the stalks to get on the previously inaccessible platforms. Easy!

HAVING A KNIGHTMARE

I enclose two maps for Knightmare. Could you please be of some help and answer two questions? I am stuck in Knightmare, Quest for the Cup. I need three keys, and have found two. I think the third is something to do with the Mystic

Chamber but I cannot work it out.

Stuart King, Nottingham.

DR X: Thanks for the maps. I don't need them but it looks like you put one hell of a lot of effort into it. Back to Knightmare, the Mystic Chamber has a pillar in the centre and is the cause of many frustrations, but the trick to suss it out is easy when you know how.

Simply throw an object from each direction, north, south, east and west, into this pillar. A portal will open which transports you to some other place. Look around in there and you should be lucky.



Hey, wow! Jane, Pam and Simon from somewhere over the cyan partitions are like spaced out in the Games-X office! Having donned protective post office bags, they've abandoned the safety of their chairs. Don't try this at home children!

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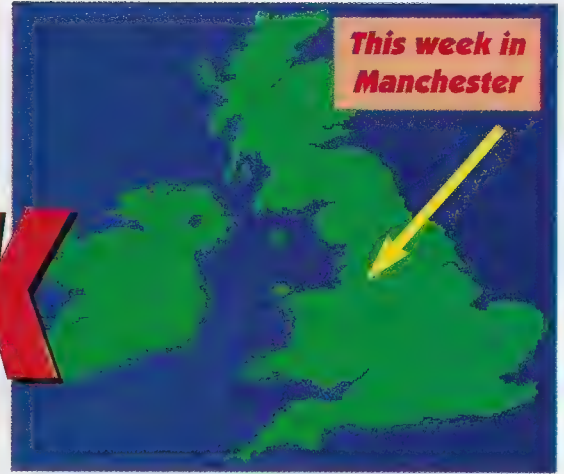


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For our last ever Street Talk we spared no expense and sent an intrepid reporter to Game in Manchester. Here we met up with some of the most interesting members of our society, thankfully there wasn't a Happy Monday's fan in sight!



STREET TALK

William Faultner (13)

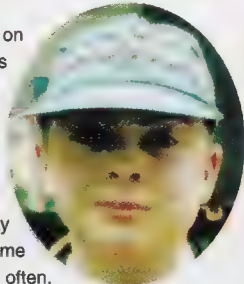
The Amiga 500 plus is the machine which I own and I like to play any game which has loads of action – shoot'em-ups and that type of thing. There isn't really any one product that stands out above the rest for me.



When I'm not dabbling on the machine I do my school homework. I enjoy watching films when I have the time and my favourite has to be Spaceballs which I find really funny. I like to eat lashings of lasagna whenever possible, it's very scrummy indeed.

Richard (14)

My favourite game on my 500 plus has to be Secret of Monkey Island, I've seen the sequel and it looks even better so I can't wait to play it.



I do like to play football in my spare time and I watch it quite often, either on the TV or at the football ground. I support Manchester City and I think the team will pull out all the stops and win the league next year.

I used to go to the pictures about once a month but I just don't get the time any more. My favourite film is Terminator 2 which is just so good that I've seen it a number of times. My favourite food is pizza.

George Pope (12)

I possess an Amiga 500 plus and the games I like to play are the fighting ones such as Final Fight and Double Dragon, anything with violence in it really as long as it is easy to play.



I spend all other free time playing either football or rugby. I support Manchester United which is an ace team but I'll watch anyone play rugby. All I'm bothered about is a good game.

I like watching violent films, my favourite is AWOL but anything that Van Damme stars in is good enough for me. I'm waiting for Double Impact on video which looks great. I like to eat a good curry while I'm in front of the goggle box.

Darren (17)

At the moment I've got an Amiga but I'm thinking of buying a Super NES when they are released in this country. On the Amiga I'll play anything that takes my fancy; Robocop 2 is fairly good, I relish a good shoot'em-up.



When the computer is turned off I sometimes go down to the arcades and check out any new machines there might be there. Winning Run is excellent and I also like playing Asterix.

I support Manchester City who I watch whenever I can get down to Maine Road. A good football match is great and if there is a lasagna on offer during the 90 minutes, then that's even better.

Apart from that I'll watch films, I've just seen Teen Agent which is quite good.

Nobbin (12)

I own a Sega Mega Drive and my favourite game has just got to be James Pond 2 – RoboCod. I really like platform games because they are so easy to get into. When I'm not on my computer I like to play table tennis which is all set up at home.



I watch films when I get the chance, my favourite is Terminator 2 which I've recently seen on video. The food that I really enjoy eating is fish, but I'll eat anything that is edible, I'm not fussed.

Carl Pritchard (10)

Sonic the Hedgehog is an excellent game on my Sega Master System 2. It is very easy to play yet at the same time difficult to beat.

When I go out I mainly play or watch football, my favourite team being Manchester United. I hope our boys win the league because I don't like Leeds United at all. I also watch films, my favourites are both of the Turtles movies which I think are really funny and action-packed.

If I get the chance then I really like eating doner kebabs but unfortunately that isn't very often.



Dave Bigsworth (18)

Hi, I own an Amstrad 464 which I'm proud of. I like to play the adventure-type games on it, one of the best has to be Bard's Tale which is really in depth. At times I quite fancy hanging out at the arcade with my mate, getting in some practise with Space Gun and Terminator 2.

I watch football and support Oldham Athletic. I was stunned at that victory the other week. I also like to play a bit of football if I get the chance, which isn't often.

My fave dish? Spaghetti, which is much better to eat if you are watching one of the Nightmare on Elm Street films at the time. Lovely!



SHOP TALK

Steve – Shop assistant

The best machine in still the Amiga. ST sales have dropped immensely recently, thereby allowing the PC to take over in that market. As far as consoles go the Mega Drive is by far the best but I think the Super NES will severely damage that market when it is released.

All hand helds are doing well with the Game Boy still on top although the Game Gear is doing tremendously well. With things like Manchester United Europe and Ice Hockey coming soon on the Lynx it could well go through a revival.

It will take a lot to damage the industry I think and game software will be around for a long time yet.



The ones that sold the most

- 1.....F1 Grand Prix
- 2.....Robocop 3
- 3.....Winter Challenge
- 4.....Harlequin
- 5..Eye of the Beholder 2
- 6.....A320 Airbus
- 7.....Monkey Island 2
- 8.....Robocod
- 9.....Star Trek
- 10..Sonic the Hedgehog

GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXX

The higher the rating the better the game

Oh, what a personal disaster. Not only has Alex got all the style and social grace of a pubic louse but his middle name is Judas! He has been dead for three million years and has to put up with a multi-curry eating colleague!



Oh, what a personal disaster. Judging by the look on big Unc's fizzog a major and most heinous personal pooper must have struck within the past few seconds. What could it be? Maybe Alex is forcing him to review Mega Drive games again.

Oh, what a personal disaster. John's huff look has absolutely nothing to do with his girlfriend being beaten up (the bouncer). This is his normal pose. Now come on girls, try to hold yourselves back from this sexy beast!!!



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

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Which formats are available, followed by a comparative evaluation, the price and the release date.



MYTH

How long have we all been waiting for this game from System 3? Weeks? Months? Years? Finally, after numerous advertising campaigns and false starts, the finished product is just about ready. Will the new 16-bit game hit the mark?

For those of you oblivious to the gargantuan levels of hype surrounding this new release from System 3, let me briefly outline what it's all about.

You play the part of a rather beefy chap who must venture out into the worlds of myth and magic to beat up meanies and generally defeat the forces of darkness.

Your travels take you from the fiery pits of Hades through to Ancient Greece and Egypt, while along the way you encounter the horrific creatures that dwell in these mythological settings (note the sneaky inclusion of the word 'myth' yet again!).

As you would expect, the first major

creepoid that'll you'll come across in Hades is big bad Beelzebub himself.

Resplendent in horny headgear and boasting trident-chucking accessories he rises up from the pit after being summoned by his hungry hordes as they fall to their deaths.

Lopping off skeletal heads is the order of the day, and the big red guy won't pop up until you've mangled a few and thrown them into the fiery depths.

Beating up Prince Lucy will reward you with a Trident which can be used to defeat the next major creep who takes the form of a horrible lion-type thing.

The quest moves on in a similar fashion as each guardian leaves behind an object that can be used to kill its

successor. These guardians vary in size and ferocity and are all defended by the appropriate soldiers of legend.

In Greece for example, your battles with the giant statue will be obstructed by Greek soldiers who must be decapitated before they will eventually leave you alone.

PLATFORM ROMPY ROMPY

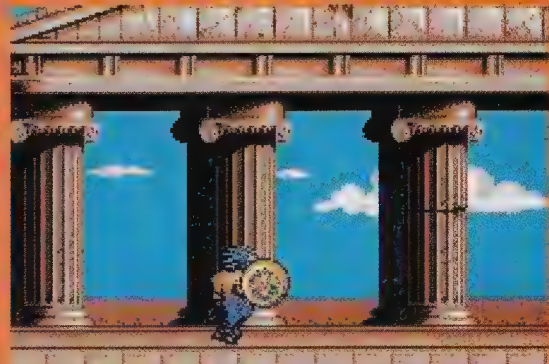
As you would expect this whole scenario lends itself to a big scrolly scrolly platform adventure/beat'em-up.

Each of the mythologically-based scenarios spans a massive area and is filled with numerous levels and obstacles which must be overcome.

The scrolling is your typical eight



In the Greek legend section you must run along through the sands lopping off heads left, right and centre! Yuck... all sorts of goop everywhere



Here we are in Greece, with a particularly fetching shield standing in front of what appear to be large pillars. Bet you could never tell it was supposed to be Greece could you?

FACT FILE

Software House: System 3
Development Team: In House

C So has it been worth the very L-O-N-G wait? Well, to be quite honest it has turned out exceptionally well. The basic 8-bit game has been taken, turned inside out, modernised, zazzed up and generally mucked about with until this huge monster of a game has popped out the other end!

The graphics are superb throughout all of the levels, conjuring up both a 'mythological' feel as well as showing obvious leanings towards the console market!

The sprites are all meticulously drawn and the animation, on the whole, is smooth and also fault free. The general impression which this exudes is one of a good balance between quality and scale.

The sheer number of locations is really quite astounding, rivalling games like First Samurai in terms of size. In fact, these two games seem to have more than a passing resemblance.

The graphics are of a similar style, and even the 'swoop' of the sword is very close!

Presentationwise, one of the most impressive features of Myth is the sound. The snarling and hissing of the various creatures, coupled with moments like the roar of the hellfire growing louder as you approach, really make this a memorable challenge!

As I mentioned elsewhere the gameplay not only incorporates the obvious hack 'n' slay elements, but it also includes a number of puzzles which must be solved in order to defeat the bad guys.

This adds a fair bit to the gameplay and will keep your interest up for considerably longer. On the whole I was really impressed. Certainly worth checking out

£25.99 OUT SOON

Atari ST System 3 promises that the ST version of Myth will be practically identical to the Amiga. This remains to be seen, but from the demos we've seen so far it certainly does look very good indeed!

Apparently the ST version has been in development for just as long, so all being well you can expect it to be something special! Look out for it on your shelves soon!

£25.99 OUT SOON

X-RATING: XXXXX

Gameplay: 17/20
Lastability: 18/20
Presentation: 18/20

The first level is very large and spans a whopping number of screens. Here you see everything from the devil leaping out of the pit, to the hordes of hell scurrying around.

way 'wherever you jump, I'll follow' type affair and it's very smooth indeed.

Admittedly the basic concept isn't all that original but it is very effective. Those of you who've played First Samurai will have a rough idea of what the game is like since it is uncannily close.

Running around a massive level beating the living daylights out of creatures and picking up power-ups is a genre which can only be taken so far!

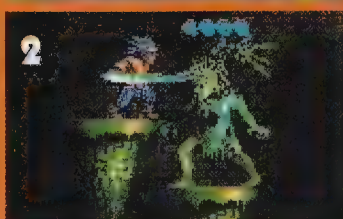
Despite this though, Myth is a really super game which has a blend of both puzzles and action which is balanced quite remarkably well.

The action is reasonably fast and the brain flexing bits aren't too strenuous or tedious.

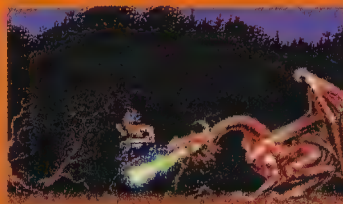
The first level eases you in gently as you try a few exploratory stabs at strategy, and later on you'll find that the puzzles get harder!

I particularly like the bit where you use Medusa's head to mangle a particularly ferocious, grumpy dragon.

If you've got a weak spot for platform games I'm sure that this will go down a treat with many of you!



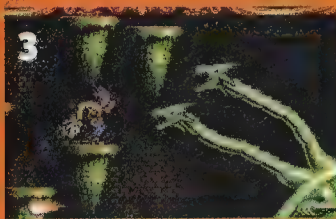
Jumping forward you swiftly lop off her head before adding it to your ever expanding inventory



Being attacked by a nasty dragon can result in decidedly fried nether regions

MEDUSA AND 'ER UGLY MUG

Using your big shiny shield you deflect the gaze of this ugly maiden



Using her head as a weapon will help you destroy the evil dragon as it attempts to nibble your gonads



Being attacked from above by a big boney Gorgon isn't all that pleasant

A number of dragons will block your path throughout the game

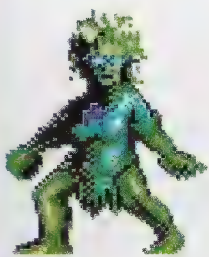


This winged Gorgon is a particularly nasty little critter



THE HORRIBLE HORDES

The statues in Greece will spring to life causing you major problems!



Medusa herself, in all her horrible glory!



Possessed creatures of the night scurry forth to steal your soul

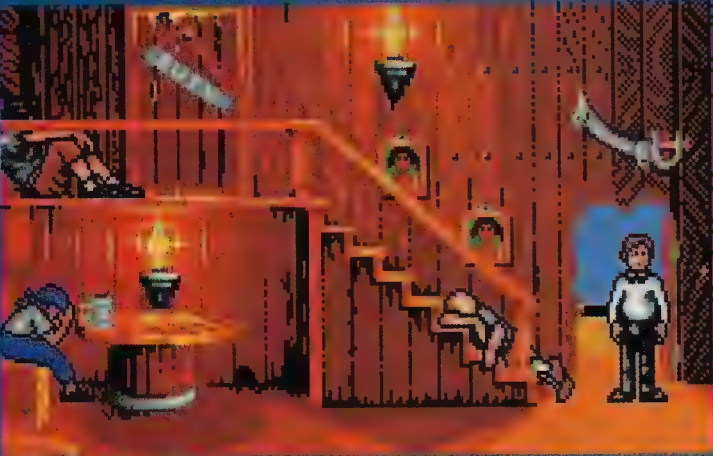


Prince Lucy sends forth his trident-bearing monsters!



Even more winged demons attempt to destroy you!

HOOK



Cor, this pub's lively, I don't think! Everyone has drunk too much and fallen asleep, allowing you to take their mugs off the tables!

The most eagerly awaited film at the moment is Steven Spielberg's latest entitled Hook, to be released in this country on April 10th.

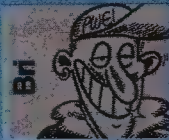
It is hardly surprising to discover that Ocean has snapped up the rights to the

conversion of such an obvious hit. In the game you take on the role of Peter Banning as you frantically go around the Neverland in search of the dastardly Captain Hook who has kidnapped your children.

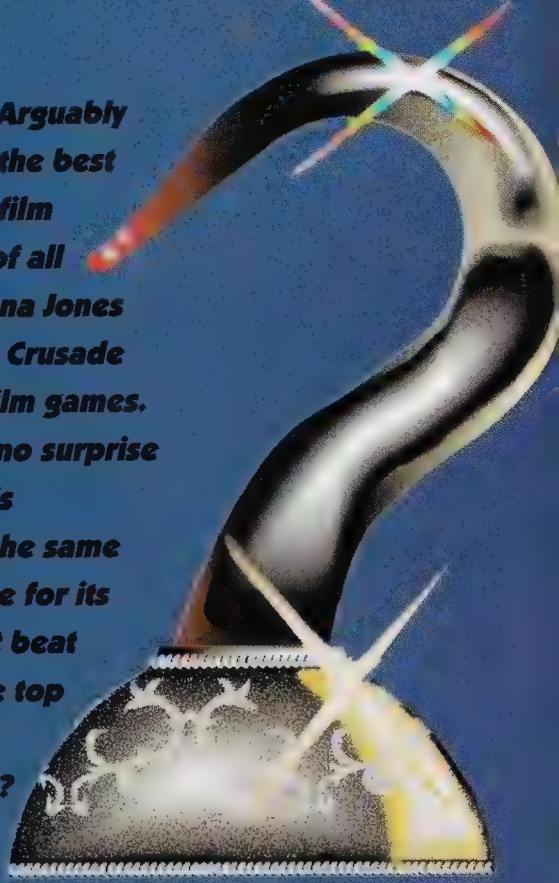
This is done in the style of a point-and-click adventure mechanism, therefore allowing you to fully interact with the scenes and characters you'll bump into.

MOVIE TIME

On your journey you'll gradually find your old self, the never ageing Peter Pan. The



Arguably the best film conversion of all time is Indiana Jones and the Last Crusade from Lucasfilm games. It comes as no surprise that Ocean is attempting the same style of game for its latest. Can it beat Indy into the top spot of film conversions?



A washing line seems like a good place to get a ticket, but you must first solve the problem of occupying the wash lady before it is possible to take anything

game starts with you having just arrived in Neverland, thanks to a little help from Tinkerbell the fairy.

You must then set about trying to find the whereabouts of Captain Hook and then finding a way of reaching him.

At the bottom of the screen you'll come across five icons which are all you will need to be able to complete the game.

They allow Peter to look at things,

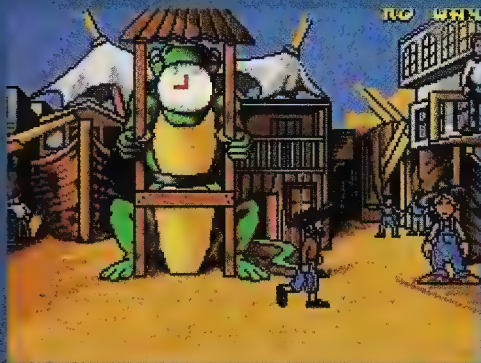
talk to passers-by, and pick, use and drop the various items to be found

trying around the locations. If none of these icons are selected then Peter is in Walk mode. To travel to your location all you have to do is click the mouse pointer in the right place and then wait while the sprite moves, not that it takes a long time.

far from it!

With Indy the major down point





Pirate square is a hive of activity and you'll visit it frequently while travelling from location to location. You may also talk to the locals if you so wish.



To get some money you'll have to undergo a bit of pain and sell one of your gold teeth. There are no painkillers available either!



The aptly named Naked Jake can be found in one of the many bars. Just get him drunk and you'll be able to take something that you need...

is that if you've already seen the film then the game is simple to complete. Hook on the other hand contains many scenes not on the big screen. The whole first section doesn't feature in the movie, making for a greater lasting appeal.

GOT ME HOOKED

Puzzles that you'll encounter range from the stunningly obvious to those that require plenty of thought.

However, most of the time there will be enough clues about the place to keep you advancing at a sedate but ample pace.

At the beginning you'll notice a ball of light constantly spinning around you. This is Tinkerbell and talking to her will reveal a helpful hint to the current puzzle.

So, if you have been walking around not knowing what to do next then it is well advised to have a word.

Obviously Hook is going to be compared with the adventure classic Monkey Island but progress and you'll discover that only the initial sequences resemble Monkey in any way whatsoever.



Before you can get onto Hook ship you must make yourself look like a pirate. Oh, and get rid of that fairy circling your head!

Time to grow up



1. Look, this allows Peter to view any item or area of the screen
2. Talk, this will allow you to communicate with the people you encounter on your journey.
3. Pick Up, clicking on this will make Peter get an item, unless it is too heavy
4. Use, this is used in conjunction with an item and allows you to perform the various tasks
5. Give, this thrusts a possession into the palm of any character
6. Use these arrows to cycle through the inventory and select the item you want
7. This is your inventory, you can't half fit a lot of items in your pockets!
8. Perform any task correctly that is relevant to the mission and these faces will change

FACT FILE

Software House: Ocean
Programmer: Bobby Earl
Graphic Artists: Kevin Oxland, Martin MacDonald, Jack Wikely, Dawn Drake and Don McDermott
Sound: Jonathan Dunn



The backdrops to Hook are beautifully laid out and extremely well drawn. The various locations are so varied that it is obvious many man hours have gone into making the presentation top-notch.

It would seem that static pictures aren't enough here for there are plenty of brilliant animations dotted around that really add to the feel of quality.

Thankfully so many sprites don't distract at all, being both excellently drawn and humorous at the same time.

Adventure games are always known for their atmospheric sound and Hook is no exception.

There is plenty on offer here with both good tunes and even better sound effects to keep you interested.

Gameplay in Hook is very good indeed which makes quite a refreshing change. The control mechanism is both quick and simple to use, making it a joy to get into.

This is one of the best film conversions Ocean has done for a long time. It comes across as a startling achievement, not to be missed.

£29.99 OUT APRIL 1meg only



The ST conversion of Hook is identical to that of the Amiga in gameplay terms. Graphically it won't be quite as colourful but the detail in the backgrounds will be just as intense, as will the sprites.

The scrolling on the Amiga is ultra smooth. The ST, because it cannot handle the style of scrolling, will utilise a push scroll mechanism. Still highly recommended all the same.

£29.99 OUT APRIL 1meg only



The PC version stands out from all the others due to the superb graphics. The backgrounds all ooze atmosphere and are drawn in 256 colours.

The scrolling is smooth and the game moves at the same speed as the Amiga. It has to compete with the likes of the Sierra adventures on this machine and thankfully it more than makes the grade. Well worth every penny.

£30.99 OUT APRIL

X-RATING: XXXXX

Gameplay: 19/20
Lastability: 18/20
Presentation: 18/20

FACT FILE

Software House: Celebrity Software
Programmers: S Casamiquela Perez, C V Casamiquela, A F Alana
Graphic Artist: Jose Luis Reyes Munoz
Music: Xavi Martin Pucheche



I was pleasantly surprised by the quality of Ian Botham's Cricket. Not only is it a passable attempt at making a cricket game seem interesting, but it is also presented very professionally.

Everything from the toss of the coin to the dashing about of the fielders really looks quite good and the overall impression is one of high quality.

Sonically the game is also pretty hot. Those of you out there with Soundblaster or AdLib cards are in for your usual aural assault with all manner of music and sound effects.

On the whole I was really quite impressed. Obviously it's not going to appeal to all of you, but those of you who like cricket could do far worse!

£29.99 OUT NOW



The Amiga version looks a smidgen different from its PC counterpart, but on the whole it isn't dramatically changed.

The graphics are very similar and the sound is, on the whole, not at all bad. I thoroughly enjoyed it.

£29.99 OUT NOW



As with the Amiga comment, the ST version isn't really all that different and overall it appeals to all those sports enthusiasts out there who enjoy the resounding thwack of wood on leather.

£29.99 OUT

X-RATING: XXX

Gameplay: 14/20
Lastability: 14/20
Presentation: 16/20

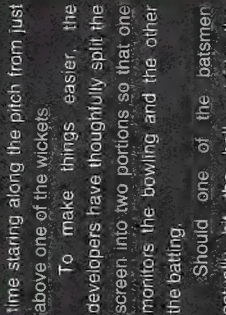


John
Would you believe it?

Another flamin' cricket game lands with a thump on my desk. Why do people keep sending me the bloomin' things? Up until now, just about every single game like this has been awful so is this going to be any different?



Here we have the left field area... while the fielders are fumbling around, all you have to do is try and score as many runs as possible!



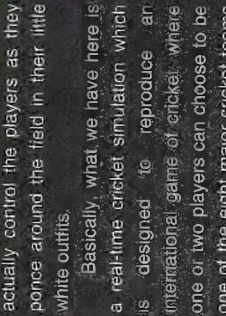
Should one of the batsmen actually hit the ball outside the boundary of this fairly detailed screen, the view shifts to a wider perspective of the oval.

You get to see the fielders scurry around and the batsmen frantically dash up and down!

Whichever part you play the controls are exceptionally simple to come to terms with and make the game seem almost fun!

As you would expect, there is also a whole bunch of minor features that make the package more comprehensive, including a TV-style action replay sequence as well as set up screens and player selection.

Overall, there can be no doubt that this is actually a cricket sim that works. I found it to be a more than acceptable sports simulator!

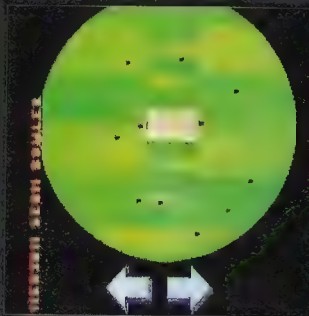


Presented as an end on view of the game you spend most of your

actually control the players as they pounce around the field in their little white outfits.

Basically, what we have here is a real-time cricket simulation which is designed to reproduce an international game of cricket, where one or two players can choose to be one of the eight major cricket teams of the world.

Presented as an end on view of the game you spend most of your



Field placings are important. Call up this screen and you can whip your players just about anywhere that you feel you need them

Over the past few years there has been a mentality in the software industry that runs along the lines of 'if we slap a famous name on the cover, it'll sell!'

Pretty much all software houses have been guilty of it at some point, some more than others.

Obviously for anyone putting out a cricket game the most desirable license would be Ian Botham. Everyone's heard of him haven't they? I can't stand cricket, and I know who he is.

SILLY MID-OFF GAMES

So far, every cricket game released on just about any format, has suffered from one fundamental problem - they're incredibly boring.

All of them have relied on a managerial approach to the game and have completely ignored the admittedly limited action that takes place on the pitch.

Well, all is now changed! Thanks to the Welsh lads at Creative Software you can now

Once the ball is hit your view scans out to one of a number of angle shots. Here we have the right field area with fielders

Here we have the main play screen. You can see how fast the wind is (spinning cockerel), where the bowler is aiming and how he is holding the ball

IAN BOTHAM'S CRICKET

Out on the field as the bowler runs in for a super high-speed spin delivery that should shatter the wickets

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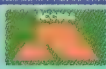
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CONSOLE CONNEXIONS



This is it, boys and girls, the last ever Console Connexions. All is not lost, because you can still feast your eyes on the excellent Tiny Toons on the Game Boy, as well as Sim City on the Super NES and blasting action in the shape of Hellfire on the Mega Drive.

SUPER NES - IT'S OFFICIAL

The eagerly awaited Super NES has been in the pipeline for an official release for many months, but finally the date for the new unit has emerged.

On 6th June the revamped Super NES will hit the streets, appearing in the very same plastic casing as the Japanese Famicom.

Costing £150, you will get the main unit plus two controllers, not to mention your own copy of the superb Super Mario World.

Numerous titles will appear at around the same time as its launch, including the outstanding F-Zero and superb scaling and rotations in the form

of Pilotwings. Sim City will also be available at about the same date, (see opposite page for a full review), as will the popular Super Tennis and also The Legend of Zelda - A Link to the Past.

Without a doubt his machine is bound to storm the market when it appears in the summer, so keep your eyes out for the hottest piece of hardware for '92.

MORE SNES TITLES

Acclaim/Ljn, after the success of the excellent Wrestlemania cart, is due to release NBA Super All-Star Challenge and Roger Clemens' MVP Baseball for the Super NES.

All-Star Challenge is one-on-one basketball at its best and features 27 of the NBA's most famous players. Including five play modes, these 16-bit titles look to be just as exciting as the real thing.

Baseball fans will have probably heard of Roger 'The Rocket' Clemens and some will have experienced this excellent game on the NES.

Soon you'll be able to see it on the SNES. Featuring realistic over-the-shoulder perspectives, it is arguably going to be the best baseball game for the Nintendo.

THE SEQUEL TO SPIDERMAN

Spiderman is Marvel's number one selling superhero. Thanks to Acclaim and Ljn you can be the webbed wonder himself in the sequel to the Game Boy original, ingeniously named The Amazing Spiderman 2.

Promising to be even better than the original, expect to see Spidey on the Game Boy in the next few months.

Thanks to:
Megacom Distribution, 13 Mansfield Road, Nottingham NG1 3FB
Tel: 0602 475151.

Console Concepts, The Village, Newcastle-U-Lyme, Staffs ST5 1QB
Tel: 0782 712759.

Console Plus, 265 Selby Road, Halton Shopping Centre, Halton, Leeds LS15 7JR
Tel: 0532 500445.

Fastest Lap



Fastest Lap is an overhead F-1 racing sim on the Game Boy which can be played by either one or two players as long as you have the correct hardware.

There are three game modes: exhibition, world tour and free practice. There are four racing teams, each with their own style and a total of 16 tracks to compete on.

LAPPING IT UP

Before you start the race you must first qualify. You have three laps with which to clock up the fastest possible time.

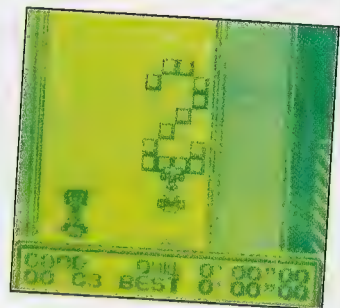
You're then placed on the grid, your position being determined by your qualifying time.

Sitting in the cockpit, button A is used as the accelerator and B slams on the brake. Left and Right steer the car, while Up on the D-pad fires up the nitro.

It is more than likely that your car will take damage due to collisions or crashes, the only way of repairing this is by entering the pits.

You have the option to repair the wings, suspension or the engine as well as change the tyres. All this takes time so it's best to only repair what is vital.

Fastest Lap is a very playable racing game and is similar to the PC Engine



and Mega Drive versions of F-1 Circus. Presentation is good, with fast moving graphics although irritating sound.

The variety of tracks and racing teams adds to the game's longevity, making it an excellent racing sim for one or two players.




GAME BOY TOP 10

1SUPER MARIO LAND ▲
2SIMPSONS (ESCAPE) ▼
3DUCK TALES ◆
4DRAGON'S LAIR ◆
5CHOPLIFTER 2 ★
6WORLD CUP ▲
7PAPERBOY ▼
8TENNIS ▲
9DOUBLE DRAGON ▼
10ROBOCOP ★

CHART SUPPLIED BY GAME
SEE CHART PAGE FOR SYMBOL KEY




GAMEPLAY




0 5 10 15 20

LASTABILITY



0 5 10 15 20

PRESENTATION



0 5 10 15 20

X-RATING:

XXXXX



Initially your city will start with only a few buildings but will eventually grow so that you have many small areas that are densely populated with both industry and houses



Reaching the stage of megalopolis is a long and laborious task. To do this you must build up districts of industry, commercial blocks, amusement and residential areas

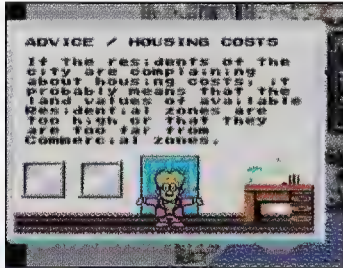
Those of you who've been around for a while will doubtless remember when the original version of Sim City emerged from Infogrames quite a number of years ago.

Often described as the instigator for games like Powermonger it has been responsible for the latest fashion in 'civilization-based' computer games.

After being converted to every conceivable format under the sun, all you lucky Super Nintendo owners are now the next in line for a dose of this city-building madness.



Sim City



Dr Wright will frequently interject with some suitably witty and useful comment

Your first job is to develop a power source so you can give the people all the energy that they are likely to need.

After this you must arrange your industrial, commercial and residential blocks in zones that are both powered and easy to reach.

After building this initial settlement you must gradually develop your infrastructure and bring in a police force, a fire department and leisure facilities for your people.

BUILD IT UP

Once you have developed to the point where there are 10,000 residents in your settlement, you are now classed as a town and will be able to introduce a mass transportation system, namely trains, as well as other more specialised facilities for your peoples' needs.

From here on your town will grow and grow. As long as you keep the money in check, ensure that the crime rate and pollution levels don't rise too high and that congestion doesn't become a problem, you will be on to a winner.

What makes Sim City so good is that it is a very easy game to control. All the functions are initialized using a simple point-and-click icon system, allowing you to place any of the city functions wherever you need them.

Everything from the budget to the demographics of the city are kept track of, and as long as you feel that your work is worthwhile, you have the opportunity to save your game so far into one of two save game positions on the battery backed-up cartridge.

It's not all about construction and urban economics though! If you feel the need to completely destroy any areas of your creation you're unhappy with, you can instigate any one of a number of natural disasters, ranging from earthquakes to Koopa monster attacks!

HOMEWORK MADE EASIER

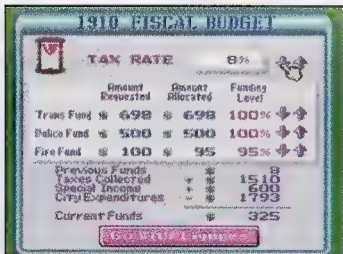
A game based on something that sounds like it's come straight out of an 'A' level urban geography paper may not at first seem to be all that much fun.

However, if you're a diligent games player who enjoys having to think about what you're doing I'm sure that this excellent blend of strategy and education will appeal.

Couple superb graphics and some really lovely sound effects with the excellent tutorial section which helps you through the game and the sheer number of possibilities presented, and you have one of the most comprehensive packages yet on the Super NES/Famicom!



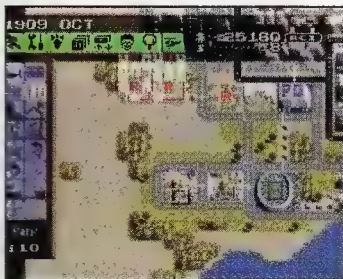
If you're feeling really vindictive you can set a disaster upon your creation



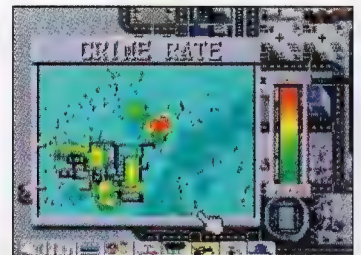
Keeping track of the budget is one of the most important aspects of the game

The basic concept behind the game is that you play the part of Major, with the task of building up your area of land from the tiniest, insignificant village to a full-blown megalopolis, complete with half a million citizens.

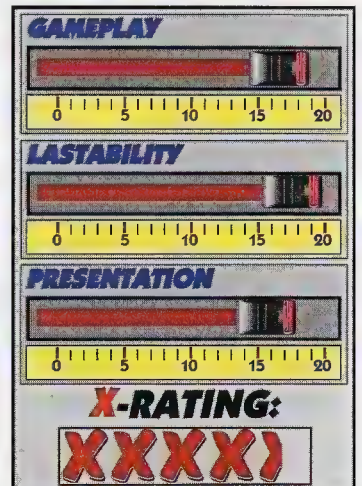
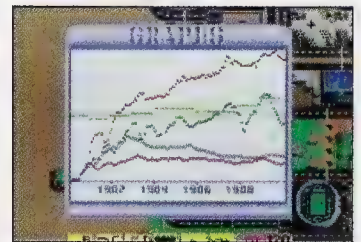
To do this you must place the numerous functions vital to urban growth in areas that you see fit.



Nine years into your career and you're already considered a city!



Using the simple icon system you can call up all the information you'll need



Tiny Toon Adventures



Tiny Toon is a cartoon based on famous 'toons such as Bugs Bunny and Daffy Duck, although they are somewhat younger versions of their well-

known selves.

Rather than Bugs you have Buster Bunny, and replacing Daffy is Plucky Duck. The Tiny Toon Adventures features three of these little characters in a platform romp to save Babs, an actress who has travelled to the Acme theatre in search of stardom.

Little does she know that Montana Max is going to turn the theatre into his



own private vault and there is no way that Babs is going to stand in his way.

You start as Buster Bunny, a long-eared leaper that can jump amazing heights. At any time you can change to Plucky Duck or Hamton Pig who have their own way of dealing with the nasties.

The main section of the game is a platform adventure of cartoon scenes filled with bungling nasties.

DEADLY VEGGIES

There are two ways to wipe out the fiends; either jump on them using button A or press B which throws either a carrot, watermelon or pineapple, depending on which toon you're controlling, in the direction in which you are facing.

Take care though because there are only a few carrots and the like to be located around the place.

Extra power-ups can be found by jumping on the small bonus blocks. More weaponry and extra points are the most common although invincibility and energy top-ups can also be collected.

There are numerous sub-games which the toons can compete in, one such being to sprint against Roadrunner



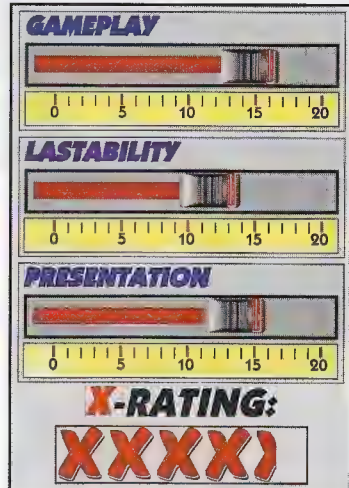
by tapping A and B rapidly, or alternatively bash the mole on the head when it appears from its hole.

Every time you successfully win the challenge you're awarded a bonus of some sort, be it extra lives of gems, then used to bet against the Roadrunner.

Tiny Toon is visually one of the best games I've ever seen on the Game Boy, the animation on the characters being absolutely superb.

The sound is also pretty good, but what really makes it shine is the immense playability.

Most certainly you will be coming back for more, and the only gripe I have is that it is a little too easy. **X**



Rather reminiscent of Rocketeer on the Super Famicom Steel Empire takes the form of a horizontally-scrolling blaster that is medieval in looks but light years ahead in technology.

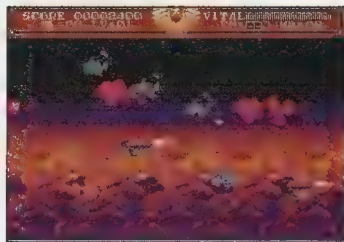
You control either a large hot-air balloon or a small craft that is immensely quick at manoeuvring around the various nooks and crannies of your average shooty-shooty game.

Both of these have an obvious advantage over the other and can easily blow away plenty of nasties.

FLIGHT OF FANCY

As you fly from left to right or sometimes vice versa you will be attacked from all sides by other hostiles. Luckily your craft is equipped to fire to the left and right.

You can fire both bullets and bombs at the same time, the type you use will



Never let it be said that I'm all full of hot air and wind...

depend on which ship you happen to be controlling at the time.

At both the halfway point and end of each level you'll come up against some extremely large nasties that become bigger the further you get into the game.

These are covered in gun turrets and there are only some specific weak spots that can be destroyed on the craft.

When annihilated you can carry on on your merry way.

There are four stages in total with each being large enough to present a challenge. However things can sometimes become tedious a bit too soon with identical enemies appearing time after time in the same formations.

Graphically and sonically it is excellent with plenty of smooth, fast, parallax scrolling and up-beat tunes to keep you interested.

The sprites are all very well drawn and the backgrounds too add to the excellent presentation.

Gameplay is as you'd expect in a typical shoot'em-up and thankfully hasn't been fluffed up by making things too difficult to control.

Playing the game is great fun at first but things sadly go downhill from here

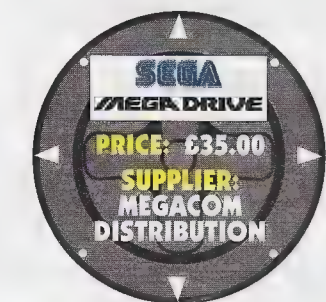
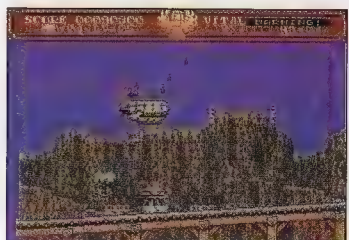
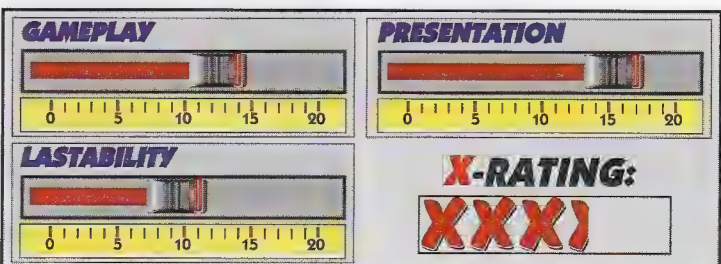


Here we see the reluctant airship taking on a considerably larger nastie...

and you'll find it starts to gather dust in the cupboard after only a couple of days.

It's a shame that Steel Empire doesn't work for it could have been one of the best shoot'em-ups on the Mega Drive. Sadly it falls short of the mark by making things a bit too extended.

Still, it is definitely worth a look if you are well into blasting every living thing in sight - like me! **X**



Super Birdie Rush



Become a budding Bruce Forsyth or Sean Connery and take to the fairway once again with your bag of clubs and a decent caddy.

Try to get your handicap down to a feasible score and then begin to compete against the true hardened professionals.

There can't be much left to be said about golfing games that you don't know already, unless you happen to have just bought a computer and telly this week!

FORE!

Basically you hit a small ball along a field using a large metal or wooden stick. Oh, and the players wear very tasty trousers while playing as well.

Super Birdie Rush is the second golf game I've seen on the Famicom yet sadly is not a hole-in-one.

NAME	SCORE	PAR	BERI
BRUCE FORSYTH	10	3	1
SEAN CONNERY	12	3	2
ALAN BATES	15	3	3
ALAN TITMUS	18	3	4
ALAN TITMUS	21	3	5
ALAN TITMUS	24	3	6
ALAN TITMUS	27	3	7
ALAN TITMUS	30	3	8
ALAN TITMUS	33	3	9
ALAN TITMUS	36	3	10
ALAN TITMUS	39	3	11
ALAN TITMUS	42	3	12
ALAN TITMUS	45	3	13
ALAN TITMUS	48	3	14
ALAN TITMUS	51	3	15
ALAN TITMUS	54	3	16
ALAN TITMUS	57	3	17
ALAN TITMUS	60	3	18

This is the score table, good innit! This tells you...er...I'll get it in a minute... ah that's it... the score!

Taking the overhead view of things it is up to you to try to get the best score possible over the 18 hole course.

And yes, there is only the one course to play, so once you've sussed that out you're stuffed!

There are three types of game for you to take part in: stroke play, match



Cor! The caddy's looking a bit 'green', still I've got a 'fairway' to go. Maybe I'll stop and chat up that 'birdie' on the way!

play and a tournament. These are all undergone in the traditional manner.

Stroke play involves all players continuing until the ball is in the hole, the winner being the person who makes the least amount of shots over the course.

Match play involves you playing against either a friend or a computer opponent. Whoever putts the ball first wins the hole before moving onto the next, thereby making for a much more competitive game.

WHAT'S THE HANDICAP?

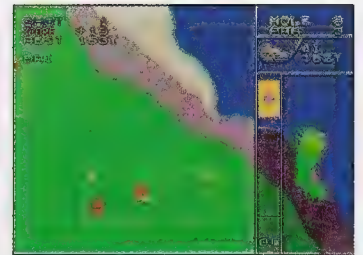
The tournament is pretty self explanatory and is basically a stroke play match for a number of players.

The number of options involves you choosing your clubs and even selecting the sex of your character, although it must be said that in the long run this makes no difference to how the golfer looks on screen.

Super Birdie Rush looks good, but then again it is on a Famicom so you can't expect much else. The course effectively shows you the gradients of the slopes and where they all lie.

Sound on the other hand is restricted to a few swing effects on the club and the bounce of the ball, making things pretty silent most of the time.

What really lets the game down though is the playability. Generally getting a decent shot seems to be a



This hole can be a bit of a pain because you have to hit the ball over that liquid

matter of luck rather than skill and you'll find yourself becoming annoyed with the game fairly quickly indeed.

After only a few hours this could well be lobbed in the back of the cupboard to gather dust.

If you are after a good golf game then I recommend looking elsewhere since there are far better quality products than this. X



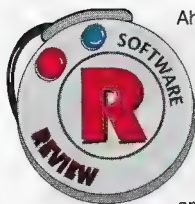
Oh, I do like to be beside the seaside! Hang on, this beach is a bit small! Blimey! There isn't even any water either, that's the last time I take some holiday tips!



Whatever you do don't hit that shot too soft or you'll end up going for a swim to retrieve your ball. Still, it could be worse, you could be attacked by a giant squid!

GAMEPLAY 	PRESENTATION
LASTABILITY 	X-RATING: XX

Hellfire



Ah, shoot'em-ups, don't ya just love 'em? Every machine has a classic blaster: Xenon II on the ST, Blood Money on the Amiga, Super R-Type on the Famicom and arguably Thunderforce III for the Mega Drive.

Fresh games are constantly released, trying to break new barriers by including spectacular visual effects, ear-shattering sounds and more bolt-on bonuses than ever before.

Hellfire is a one-player shoot'em-up with attitude. The setting is simple - it's you against the rest of the universe.

The aim of the game is simple - destroy everything. OK, not an original concept but you've got to give it credit for an imaginative story-line.

THE FORCE IS AGAINST YOU

In the year 2998 Earth is under pressure from a strange force sucking up the surrounding stars and currently working its way towards our home planet.

Peace has embraced us for the last 1000 years and subsequently we are no longer protected by military technology. It looks like all is lost.

Suddenly a lone soldier volunteers to attempt a seemingly impossible mission, namely to penetrate the black clouds and destroy the centre of the Super Mech.

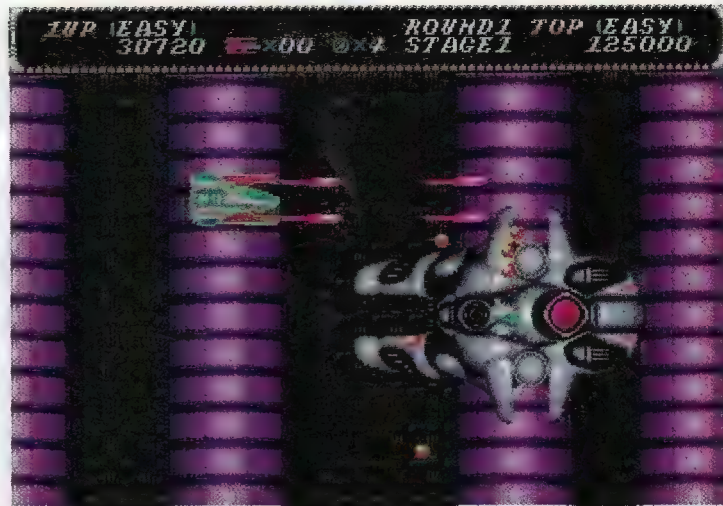
You've no doubt guessed that the pilot with a death wish is your good self, captain of the aircraft carrier Sylphide and owner of a brand-new Zip 'n' RIP™ bodybag.

You are thrown at the controls of a powerful CNCS1 Fighter spacecraft, but this baby is armed with something the Space Mech didn't reckon on.

The Hellfire is a vicious plasma beam which can rip through metal like a knife slashing through a pack of Sainsbury's own brand marge (lower fat).

Your main objective is to recover the power unit which was stolen by the Space Mech and is now hidden deep within its bowels, a massive journey of six alien-infested levels.

The D-pad controls the eight-way



Having battled through the mass of aliens that infest level one, you're confronted by the stage guardian. The red eye at the back is its weak spot, so attack from behind

movement of your craft, while button B cycles through the four weapons your ships can have. A fires the guns and C blitzes the enemy with the Hellfire.

Seekers search for aliens, then home in to destroy them; while Hellfire icons add an extra shot to your initial quota of two.

Yawn, oh dear, another run-of-the-



There are two difficulty levels: easy and hard, with one to four lives depending on how hard you wish the task ahead to be.

You also have 10 or 20 continues, in relation to the difficulty level you have initially selected.

Your early weapon with four types of weapon, all equally powerful but firing in different directions.

RAINBOW ATTACK

The red shells fire straight ahead, the yellow directly behind. The green bullets fire both up and down, while blue beams launch four missiles diagonally.

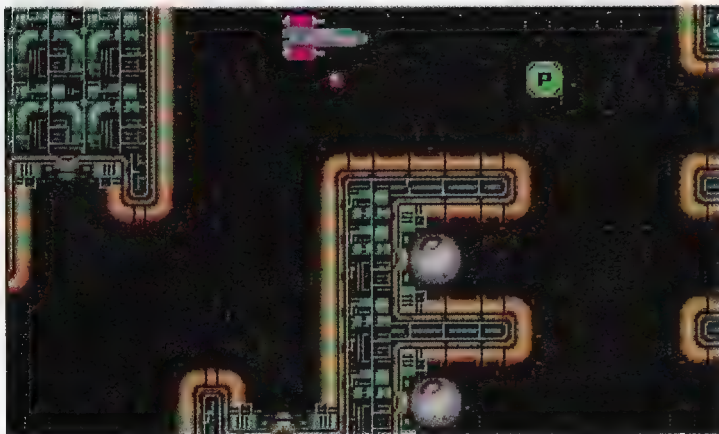
There are numerous power-ups, perhaps the most common being the weapon increase. Collect a couple and your laser will change to more powerful missiles, whereas six icons award you with three-way mega-fire.

Speed-ups can also be collected, as can bonus points, 1-ups and a shield.

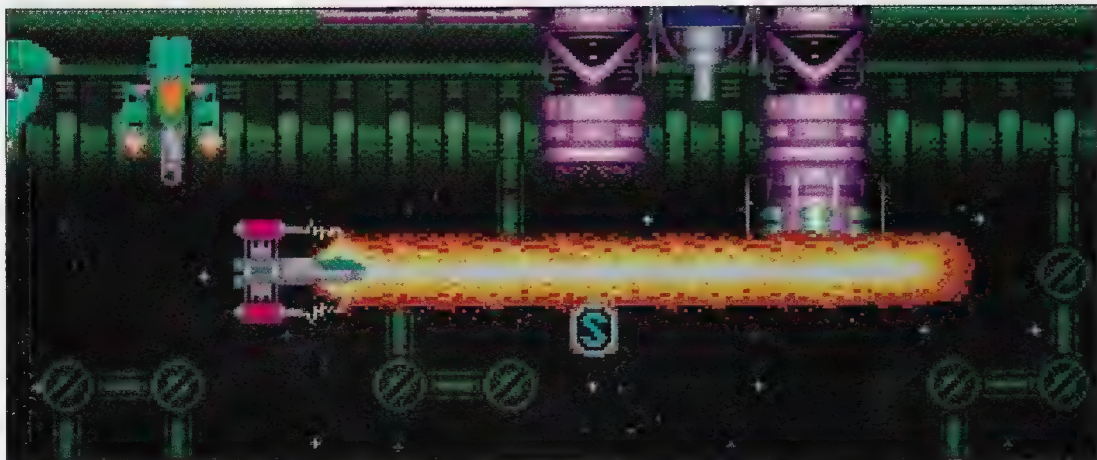
mill shoot'em-up in the form of Hellfire. Graphically this game is OK but doesn't offer anything particularly outstanding or new. Furthermore, the sound is nothing to write home about.

The game offers quite a challenge but I think experienced players will whisk through the six levels in next to no time.

On the whole a product that will appeal to shoot'em-up fans but that's about the limit of my recommendation. X



Stage five, things are tough. Use the multi-directional cannon to destroy the turrets



Here it is, the Hellfire laser in all its glory. You only have a couple, so only use them when necessary



More trouble from gun turrets

GAMEPLAY	
LASTABILITY	
PRESENTATION	
X-RATING:	
XXXI	

BUDGET BON

2 HOT 2 HANDLE

OCEAN £25.99
OUT NOW 16-BIT

Compilations are always very popular since getting a number of games for the price of one is great value for money.

2 Hot 2 Handle contains four of the most popular releases of recent years. Sadly though, none of them are of an exceptional standard.

The best game in the package by far is



Super Off-Road Racer which is possibly the best Super Sprint clone to ever be released on the Amiga. Fast, bouncy and fun is the best way to describe it!

Arnie films are always good picking for a license and Total Recall was no exception. Sadly none of these cracking films have ever been made into a good game, just look at Terminator 2!

Admittedly this is one of the best Arnie tie-ins I've seen but it is still a long way from being addictive.

The rest of the package is filled with beat'em-ups, Golden Axe is reviewed elsewhere on the page, while Shadow Warriors just gets worse every time I have the misfortune to load it onto my Amiga.

Notwithstanding this, 2 Hot 2 Handle is good value and with a good game for every duffer you are still getting two games for the price of one!



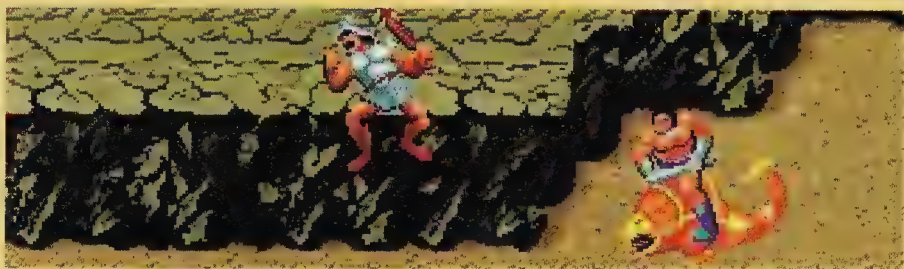
X-RATING: XXXX

GOLDEN AXE

TRONIX £7.99
OUT SOON 16-BIT

Based upon the excellent and very popular Sega coin-op of the same name Golden Axe is now released at a much more respectable price for those of you who only get a measly amount of pocket money.

Now I like nothing more than a bit of raw violence, but Golden Axe takes the biscuit! The vast number of deaths depicted on screen during the course of one game is incredible, even though I



suppose that more or less applies with any beat'em-up.

Games such as this are seldom done very well on the Amiga but Golden Axe is one of the best to be released despite the low difficulty level.

£8 is a price anyone should be able to afford and you could do a lot worse than paying out for this.



X-RATING: XXXX

IANZA

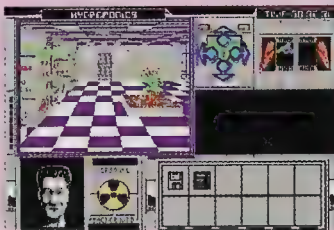
BSS JANE SEYMOUR

GBH £TBA
OUT SOON 16-BIT

Before Captive came this role-playing game in space from Gremlin Graphics.

BSS Jane Seymour sees you controlling an intergalactic ship-repairing crew out to retrieve a group of ships stranded in orbit over a strange planet.

This however is not going to be a very easy task; each ship takes the form of a new level and they all house new unknown enemies that have already taken over the vessel.



Of course you'll also have to deal with the original crew, now in a sadly deranged and poor state.

As RPGs go Jane Seymour is not bad. It has you gripped for a fair while and the challenges are difficult enough to keep you intrigued.

It is nowhere near the quality of Black Crypt or Dungeon Master but they aren't available on budget are they!

X-RATING: XXX)

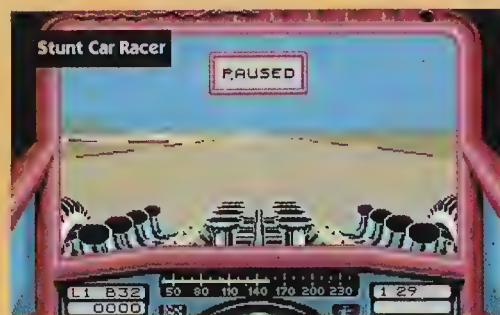


RECOMMENDED

Just what are you going to spend that tenner on? Fear no longer for here is a list of the current best 10 budget titles to get your teeth into...



1. LOTUS ESPRIT TURBO CHALLENGE - GBH £7.99
2. RAINBOW ISLANDS - HIT SQUAD £7.99
3. JAMES POND - GBH £7.99
4. PRINCE OF PERSIA - RESPRAY £7.99
5. STUNT CAR RACER - KIXX £7.99
6. TURRICAN 2 - KIXX £7.99
7. VENUS THE FLYTRAP - GBH £7.99
8. SUPER OFF ROAD RACER - TRONIX £7.99
9. FIRST DIVISION MANAGER - CODEMASTERS £7.99
10. THE UNTOUCHABLES - HIT SQUAD £7.99



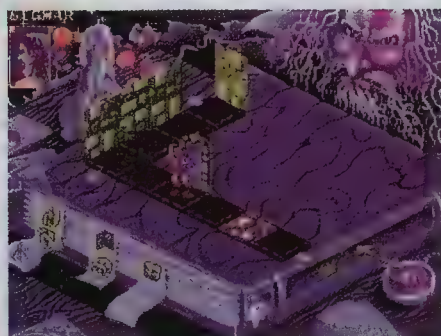
HEROQUEST & RETURN OF THE WITCHLORD

GREMLIN £29.99 (£34.99 PC)
OUT NOW 16-BIT

X-RATED

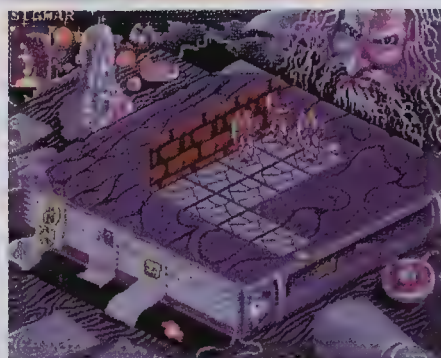
When HeroQuest was first released by Gremlin it was an instant success, occupying the number one spot on every format it was released on.

Now you can buy the game complete with its data disk for only £5 more than the game costs individually.



Viewed from a 3D isometric perspective it deals in fantasy role-playing, based upon the ever popular board game of the same name.

You control four characters as they make their way around a number of mazes



while completing quests and killing any foes who happen to cross their path.

Graphically both games are excellent with very detailed rooms and good animation on the sprites.

Thoroughly absorbing, you'll find yourself addicted in no time at all. If you didn't have the good sense to buy HeroQuest originally then you'd be well advised to snap up this great deal.

X-RATING: XXXXX)



So then, it's been jolly pleasant knowing you all for the past year or so but I've got an appointment with the big correction fluid heaven in the sky. Never mind eh? Will you miss me? (sniff, sniff) Apparently though, there is something or other happening on the 26th May, so you may run into one of my relations who'll be able to help you...

DAEDALIN OPUS

- NINTENDO **GAME BOY!**

The very last level can be accessed by entering FINE as the code word. This should whizz you all the way there! Thanks to Mohamed Nurmohamed for that.

SHADOW OF THE BEAST II

- PSYGNOSIS 

If anyone, and I mean anyone, dares to even consider posting me a letter that says "... go to the first man on the right and type in Ten Pints", I will personally disembowel them with a teaspoon and force them to listen to Carcass and Lawnmower Deth CDs all day!

CABAL

- OCEAN 

If you pause the game you'll find that the cross-hair can still be moved around! Ha! Now you can aim at the baddies and zap 'em as soon as you leave the pause mode.

10

WWF WRESTLEMANIA

- OCEAN 

This little number from Ocean is proving to be an enormous success and we can now reveal that there is actually a cheat mode!

All you have to do to win whatever fight you are in is pause the game and type in HULKHOGANWEARSTIGHTYELLOWKNICKERS (all one word) and then unpauses the game. The fight will then finish with you as the winner!

FORMULA 1 GRAND PRIX

- MICROPROSE 

Currently doing rather well in the charts this one! All you have to do is slip into the pits after your FIRST lap and then hold down the keys P A L I R and press the fire button. Not only will you be unable to crash but the game will not react as though you have pressed F4, it's completely fooled!



KNIGHTMARE

- MINDSCAPE 

Nice little tip this one from a Mr Ull Ingit from Scunthorpe who has apparently been playing the game since it was first released. The cheat involves the woodland section on the first level. Search for the spade in order to find the apples and then take five of them to the shield that hangs on the wall.

Throw all five apples into the quest shield and then make each character consume two rabbit pies from the inventory screen. Now continue with your quest and you should find that your hit points never go down!

MPH 189

LAP

SLIDER

- SEGA



Nik Anthony sent me 100 codes carefully typed out on some lovely paper. Thank you very much! However, I really couldn't be bothered to copy them all out here... it's far too much like hard work, so here's just a few to get you going.

- LEVEL 1: JAJC (If you can't work this out then you're very sad indeed.)
- LEVEL 10: ACAC
- LEVEL 20: AAEE
- LEVEL 30: ACEG
- LEVEL 40: AEAE
- LEVEL 50: AGAG
- LEVEL 60: AEEI
- LEVEL 70: AGEK
- LEVEL 80: EAAE
- LEVEL 90: ECAG
- LEVEL 99: PCJK (last one)

ROBOCOD

- MILLENNIUM



Hidden level time! As soon as you have completed the bath-tub level, drop to the bottom of the castle and move left until you get to the snowmen. Jump on them and they'll change into a platform.



Once you reach the top of the screen, walk left into the air and then jump. By now you should be next to some doors. Go through these to reach all the bonus bits and bobs. Thanks to Paul Cartwright from the Isle of Wight for that.



To go to the very last screen in the game, type in the cheat mode mentioned a few weeks ago - THE LITTLE MERMAID. Now press M to go to the map mode and type in the number 50. After pressing enter, return to the game and you should be at the end-of-game guardian!

SUNDAY SPORT STRIP POKER



- SALES CURVE

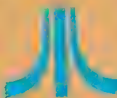
Here's one for all you perverts out there! I'm sure loads of you went out and bought this just to see the boobey shots, and you're undoubtedly useless at poker! Well, help is at hand. All you have to do to get the girlies to get their kit out is type in DANCEOF THESEVENVEILS. Hey presto!

ROLLING RONNY

- VIRGIN



Another little tippette for Ronny! All you have to do to pump your energy up a bit is press f9. Easy as that! Cor...



MOONSTONE

- MINDSCAPE



Upon going to Stonehenge, if you don't want to sacrifice a valuable item, position the pointer at either the word GOLD, STRENGTH, CONSTITUTION or ENDURANCE and press fire.

The druids should now go ahead with the ceremony and you'll get your extra life without losing any items!

APB

- ATARI

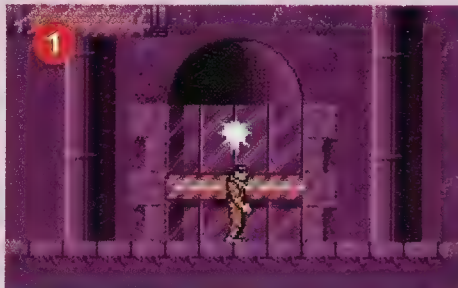


Christian Cheesman (eh? Cheesy?) says that completing the level, holding down option 1 and 2 while accelerating into the car parking space will zap you all the way to day 99! Cheers Cheesy!

This game is the closest rival to the superb RoboCod, the best platform game on the Amiga. However, it is also very difficult and requires a lot of skill and cunning to survive through the many levels. Now with the help of a Games-X guide you should last a little longer...



LEVEL ONE - THE CLOCK TOWER



The aim here is not to get to the top of the clock tower but simply to open the door that you are stood in front of at the start. (1) This is not however as simple as it may sound.

Jump up the first set of platforms and kill the two large nasties found there. Run across to the left and hit the switch



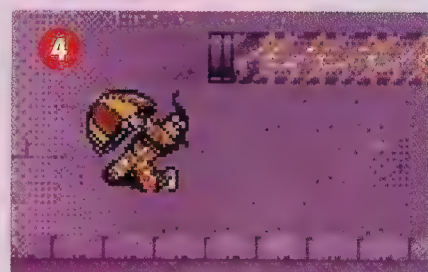
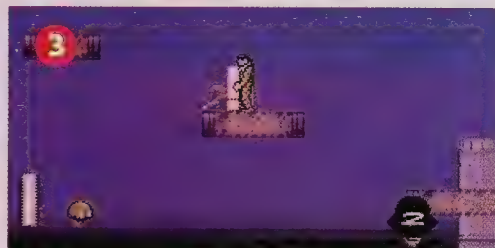
overhead, then run back to the right again and jump up ONCE MORE.

Above you should now be the moving platform, which at present is stationary. (2) Before hitting the switch jump up and open the pressie to get an

umbrella, fall onto the platform and hit the switch on the right, activating the movement mechanism.

When you reach the far left jump off and continue upwards, killing nasties as you go, until you can see a platform out in the open air on the left - there should be some lifts going up and down on the right - jump onto this and then left again and hit the switch. (3)

Now all you have to do is jump off here and fall down to the bottom again. Just before you hit the ground use the umbrella and you'll land completely unscathed. Now find the door and exit to level two (4)



LEVEL TWO - THE CLOCKWORKS



Immediately hit the switch overhead and run left, fall down and go down the three slides to the right. Jump back up the last one a bit and then leap left to hit the switch. (5) Run left and wait next to the wall for the lift; watch out for the boiler as it can hurt you.

Once up the lift go left and jump onto the conveyor belts nearby. Keep running left and go up one conveyor then do a running jump right and then left. There should now be some swinging chains overhead. (6)

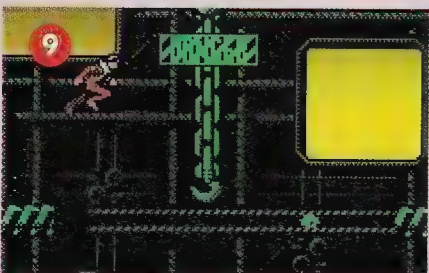
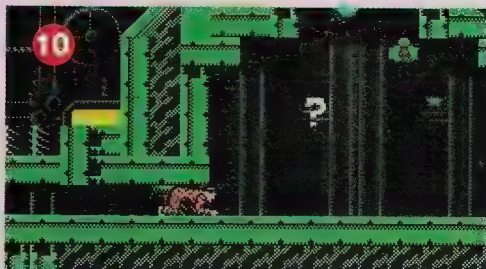
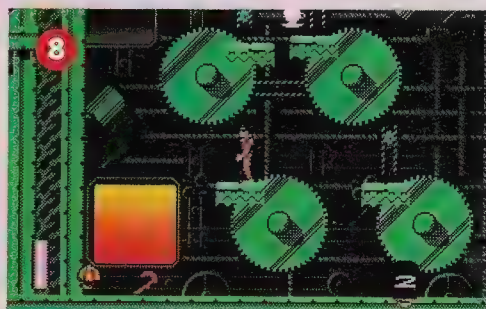
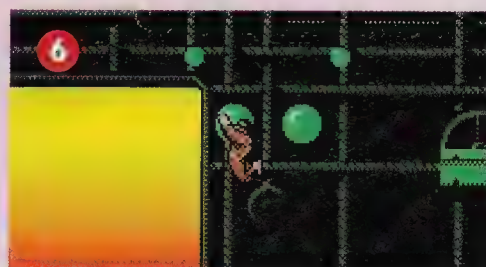
Jump onto the second chain and then leap off to the left, trying to land on the highest platform nearby. Then kill the bouncing nut found there.

Time your jump onto the last chain on the left (7) before leaping off as far to the left as possible. If you miss the platform you'll have to return right and try again.

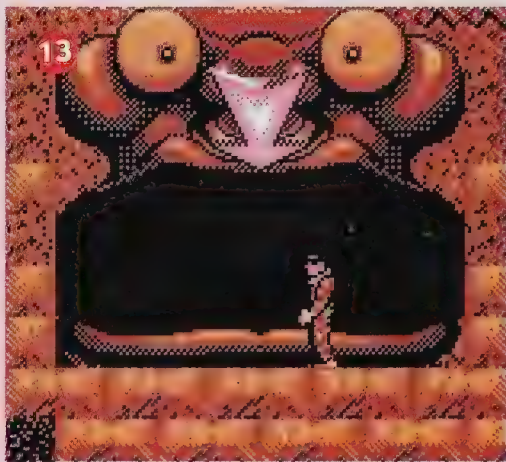
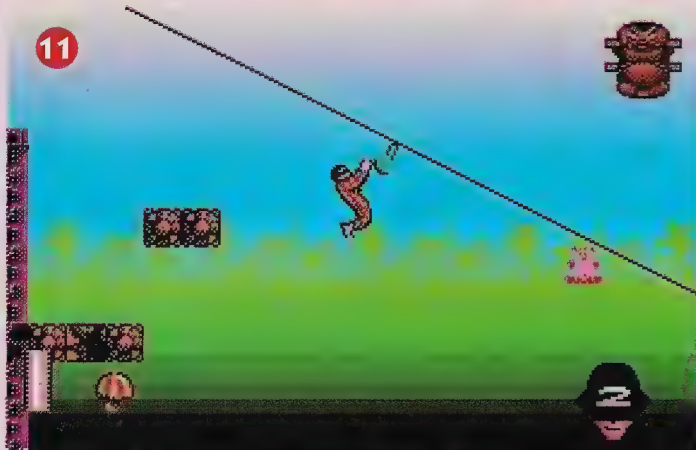
Run and jump left onto the raised slide and climb up. Now you'll have the cogs overhead. (8) Go to the left-hand one and jump onto the platform found there, then keep going up to the conveyor belts above.

Now run as far right as possible, jumping over the gaps as you go. Fall through the last gap and hit the switch. (9)

Fall right back down to the bottom again and run-left until you fall through the floor. Now crawl along to the right, hit the switch on the way, continue right and exit to level three (10)



LEVEL THREE – THE DREAM MILE



Run right, jump onto the death slide and go all the way down. (11) When you land on the platform be aware that the wind will blow you backwards. Let it blow you to the back of the platform and then run to the right and jump up onto the solid ground.

If you are low on energy then run straight through the first slide and go down to open the pressie containing a lovely burger to eat.

Then head up to the top and jump left onto the platforms in mid air – these get smaller as you go out – flick the switch and go back to the right once more. (12)

Go left down the first slide and then run into it. Go down on the lift and kill the nasty snake that rotates around you, once this is dead enter the door and proceed left. (13)

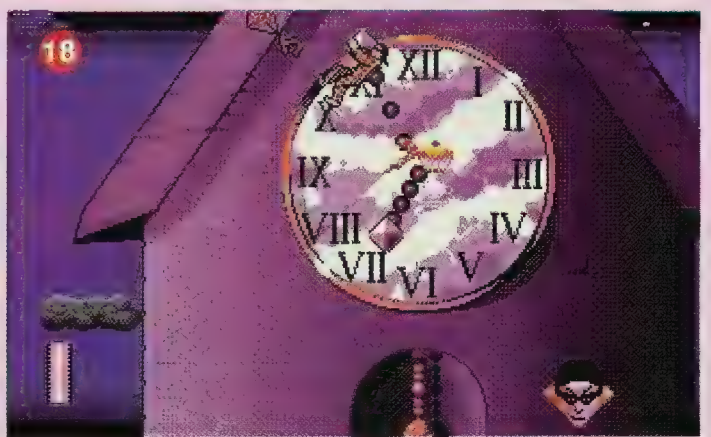
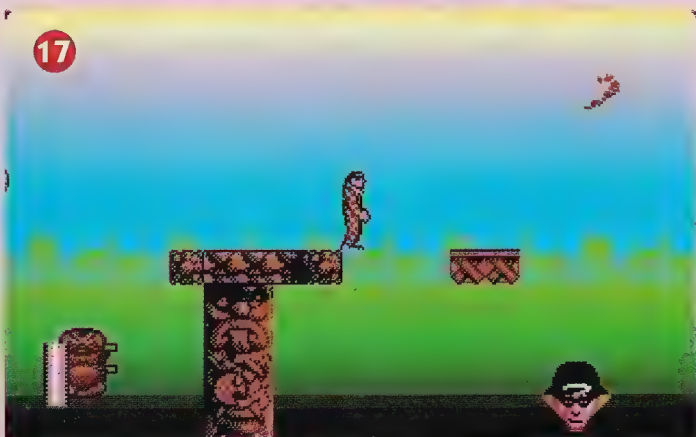
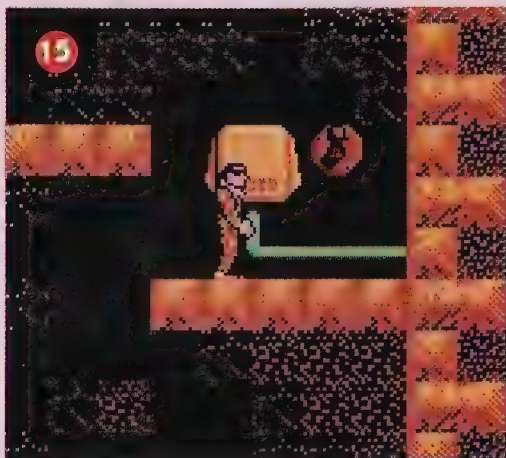
You should then bounce up and left (14) and when you get to the highest point go across to the right. When stood by the plug socket hit the switch and fall down to the door once more. (15) Go back to where the free floating platforms are and this time head right.

Make sure that you open the present and collect the fish icon on your way and then fall into the water and change into the fish. Swim over to the right and through the door, then find the exit in the bottom right of the section. (16)

Collect all the bonus items and head back to where you entered the water then go right over the platforms and exit the level. (17)

Now return all the way back to the top of the clock tower and the clock should now be working. Jump onto the big hand and at about 10 o'clock leap over onto the waiting kite to leave the section. (18)

That's it for now but don't fret, we'll be back soon with some more for you...



LEVEL FOUR – A FLIGHT OF FANCY



This level is very simple. It takes the form of a shoot'em-up and all you have to do is get from the right to the left, shooting bubbles, fish and stars in the process. (19)

We're back, as promised and maybe a little sooner than you expected, to reveal a little more of this classic game. Can you find the pieces of a broken heart?



LEVEL FIVE – THE JIGSAW PUZZLE



Run left, fall down the first hole and continue in the westward direction until you have fallen down yet another hole. Then go to the right and climb up the platforms found nearby. (20) There will



be a switch at the top so hit this and head back up again to where you fell into the first hole.

Now go left over all the platforms until you can go no further, then drop down before going right. Go up the narrow tunnel (21) and hit the switch at the top before returning to where you fell (not the fall at the start of the level).

Climb up the nearby platforms (22) and hit the switch at the top. Then run right through the narrow passageway and jump across the gap. The fourth and final switch will be located here. Hit it and jump back over the gap again. (23) There will now be a big whopping hole in the roof where you can jump up, so get leaping!

Once you are up you should be stood in front of a big TV set. Jump over to the right and hit the switch when you find it and the big TV should now say SALE NOW ON. (24)

Return to where you entered the level and go through the door.



LEVEL SIX – A WALK

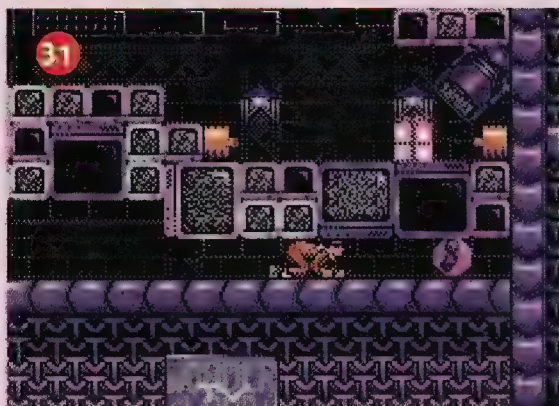
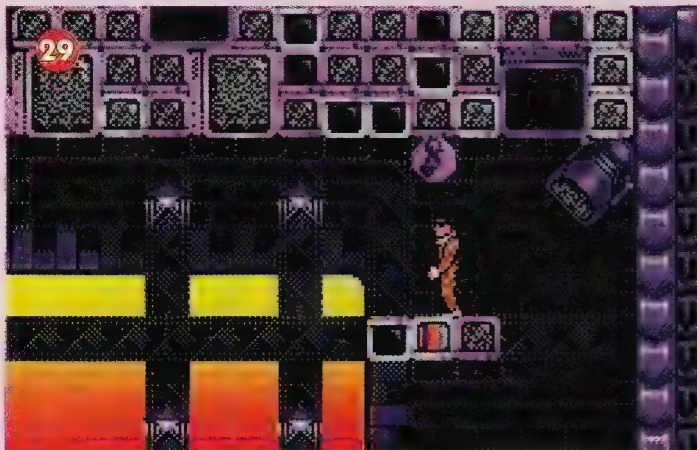


Go right and fall down the first roof. Keep going right and climb over the telegraph wires you come to. (25)

Go left at the top and hit the switch, then head back to the right once more. Fall down the large chimney – it has two lifts in it (26) – and at the bottom hit the switch and then climb back up to the now open room halfway up.



LEVEL SEVEN - TVEE WONDERLAND

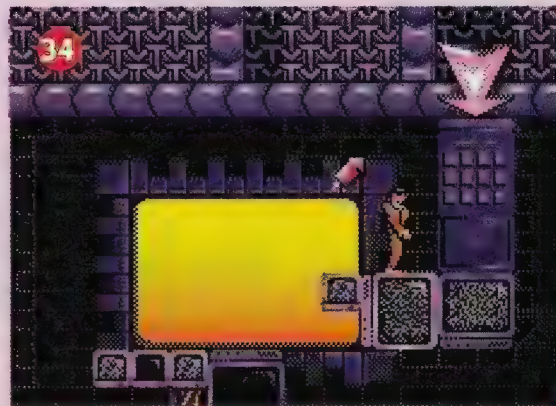


Go down and right, through the TV aerials. Upon reaching a wall jump up onto the platforms overhead. Keep going up and there will be a switch at the top, hit this and go left. (29)

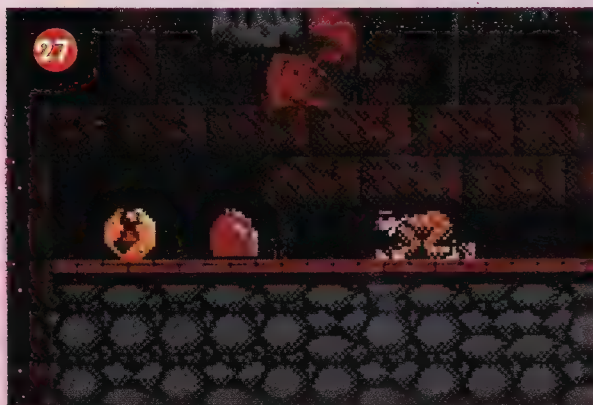
Find a lift nearby and go up on it, then jump to the left and go down on the next lift. (30) Head right, then up, and hit a switch before going all the way back to the right again. You should now be able to crawl through a small gap, do this and hit the switch at the end. (31)

If you climb all the way back to the top again there will now be a doorway. Go through and head left, jump up the platforms and then go up on the lift. To the right there will be another doorway for you to go through.

Go up and then down, hit the switch (32) and return to the door once again. There will now be another lift going up and down. Go up and then right and jump onto the moving platform to go left. (33) Climb to the top and go through the door. Now all you have to do is simply fall down and jump into the big TV to exit the level. (34)



ACROSS THE ROOFTOPS



Hit the switch here and go down to the bottom once again. You can now crawl under the very low platform. (27) You will find the first quarter of the heart here along with another switch. Hit this, go back up the chimney again, and then slide down the rooftops.

About halfway down jump to the left and find the rather humungous open window. Now all that's left to do is go through it to enter the next section. (28)





Elvira[®]

The
ARCADE GAME



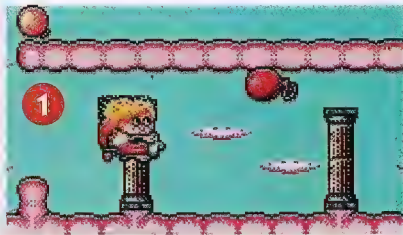
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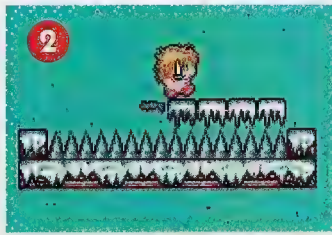
Reviewed eons ago in this very mag, then under the title of Little Beau, this exceedingly cute platform game has finally been released by Millennium. Being a bit on the tricky side here is a lovely player's guide...



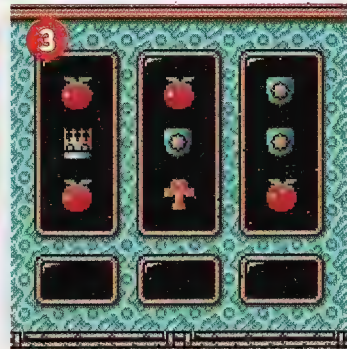
LEVEL ONE: THE ICE ISLAND



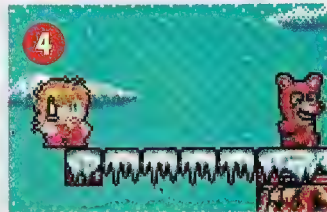
Stage 1.1
If you jump to the left off the upwards lift you can enter the arcade machine to try and get some bonuses. This involves you flying along in a space craft shooting blocks out of the way



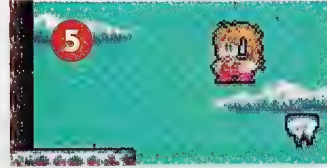
To cross these spikes land on the platforms over them and keep running since they'll disappear beneath your feet. Dead easy, I don't even know why I'm telling you this!



Stage 1.2
When you fall down the first hole, rather than continuing towards the exit, go left instead and use the fruit machine to collect some lovely bonuses. If you haven't got any gold coins then I wouldn't bother!



Perhaps the most awkward section of the level is found right at the end where you have to kill this teddy positioned on top of the collapsing platforms. Power up the weapon you have and let fly when it gets close. This won't kill it so another hit with the sword should sort it out



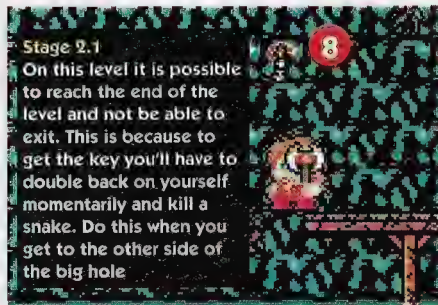
Stage 1.3
Jump off the clockwise rotating lift when it first reaches the highest mark to the left and keep going, killing a snake on the way, to access a fruit machine and try for loads of bonus items

You can also jump to the right for a bit of extra time when the platform reaches the furthest right. Now watch out for the bombs the snake throws at you and kill the serpent as soon as possible



Stage 1.4
This guardian couldn't be easier since it does nothing more than move towards you. Things are made just a little more difficult by the falling stalactites. Just keep powering up the weapon and hitting him and he'll keep over in no time at all

LEVEL TWO: THE WATER ISLAND



Stage 2.1
On this level it is possible to reach the end of the level and not be able to exit. This is because to get the key you'll have to double back on yourself momentarily and kill a snake. Do this when you get to the other side of the big hole

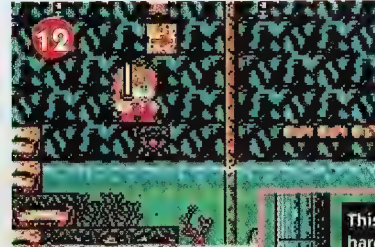
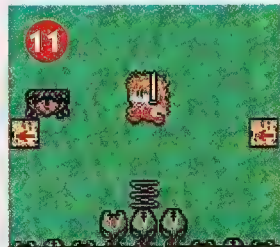


Stage 2.2
At the start of this level the arrows point to the left but you can go to the right, it is more fun to disobey. In fact it doesn't really matter which way you proceed because both directions will get you to the same destination

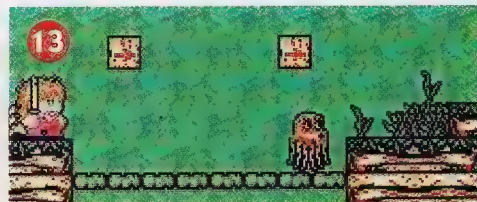


The exit is to the left once you have fallen down the hole but if you go right instead there is a lovely fruit machine there for you to have a go on. This is a slightly better fruit machine 'cause the bonuses are worth more

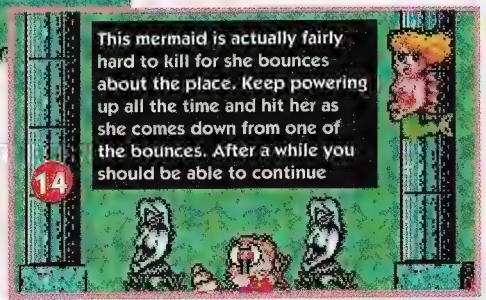
Stage 2.3
On this level you'll have to cross a difficult section twice due to the location of the door key. Fall down and go left across the many man eating plants, using the floating platforms. Don't worry if you mistime the jump for there is a spring in the middle for you to use



Right before the end of the level there are two jumping fish that come out from right underneath you. It is advisable to jump over the gaps instead of using the platforms and then you should manage to avoid them

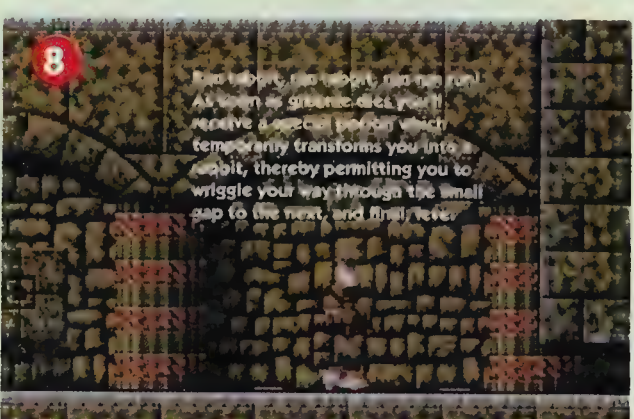
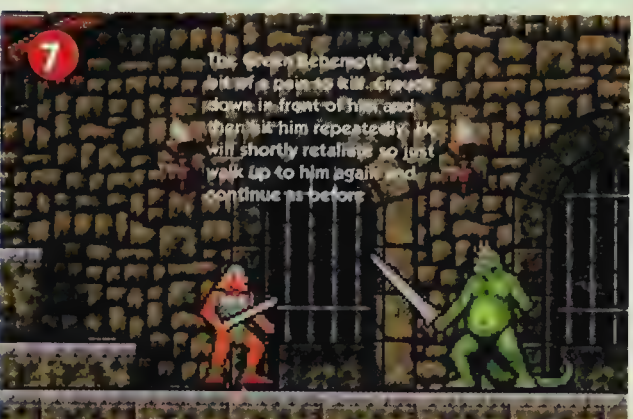
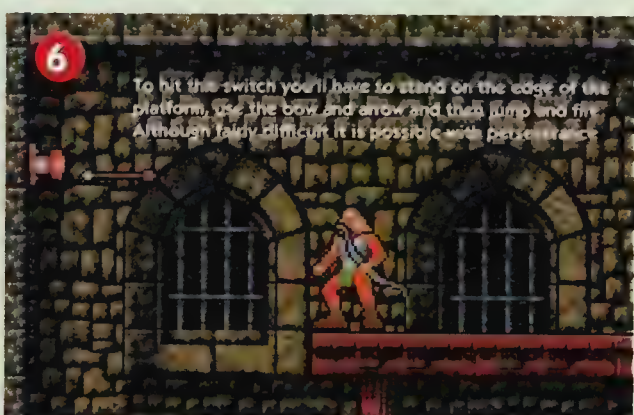
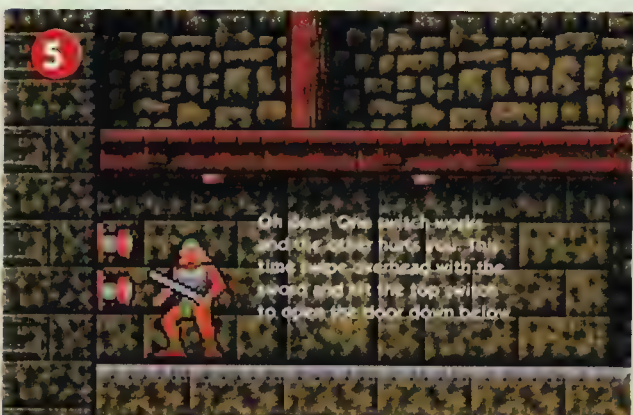
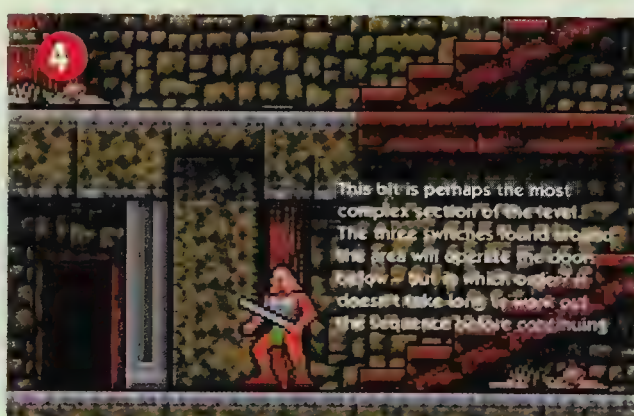
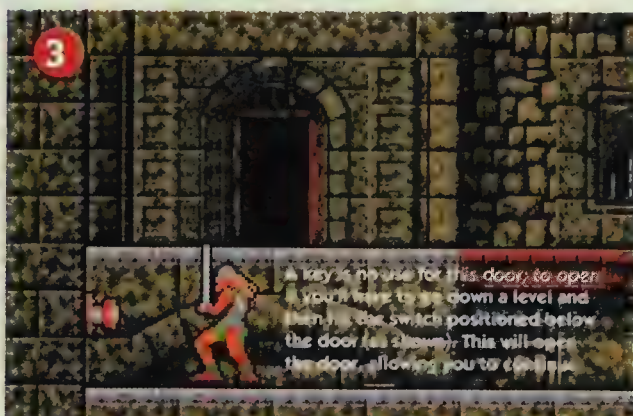
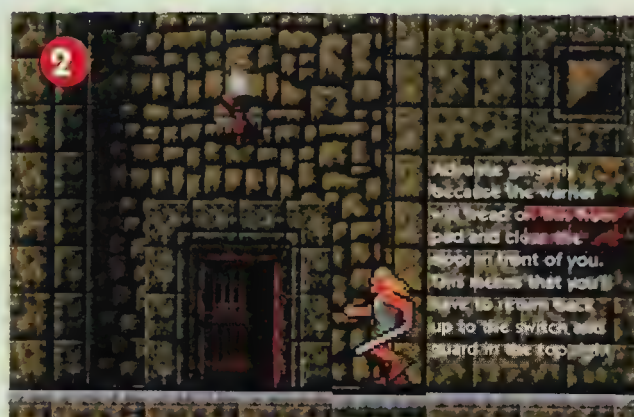
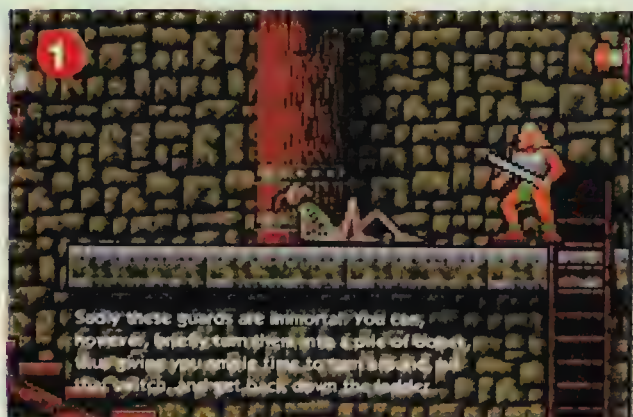


Stage 2.4
Don't run right into this level because the baddies are positioned on weak floors. If you try and attack them on their level you'll end up losing some energy, so stand on the edge of the solid floor and hit them from there. This happens twice by the way!

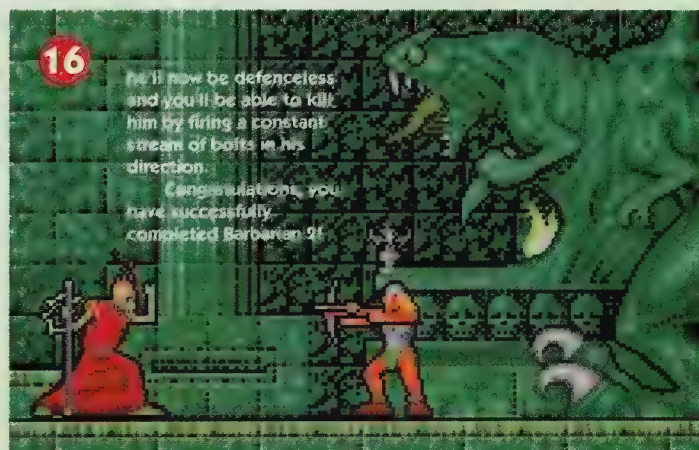
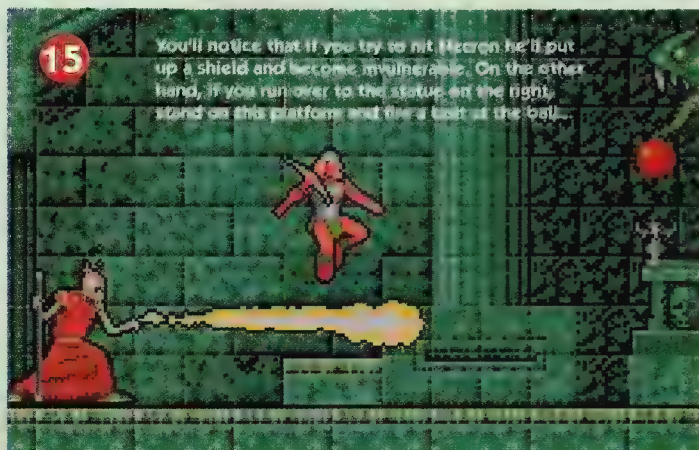
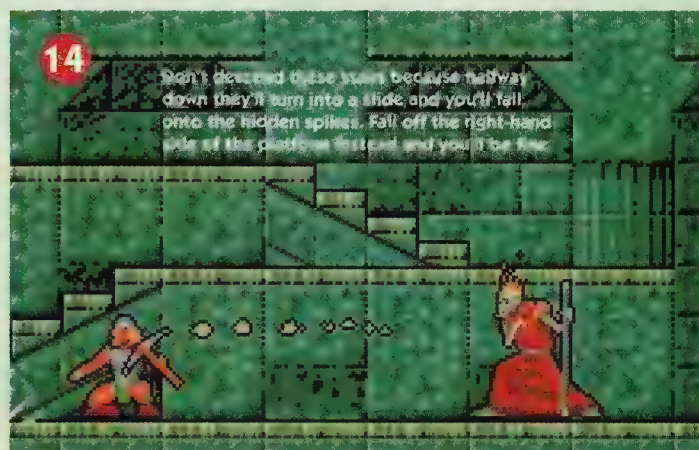
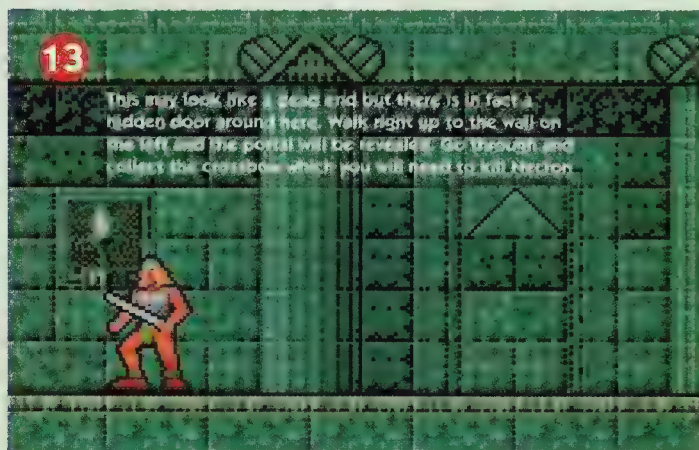
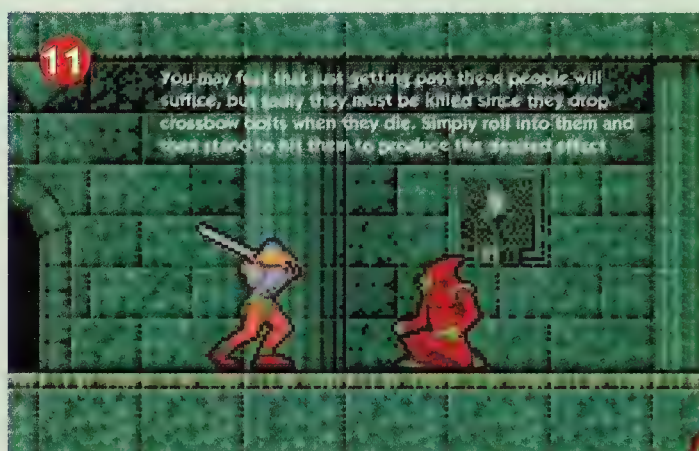
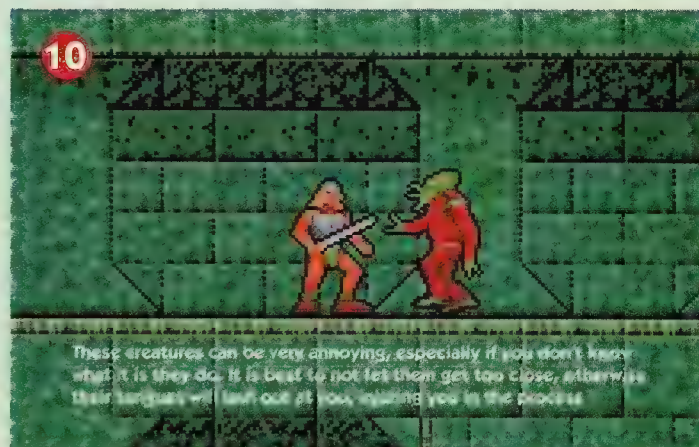
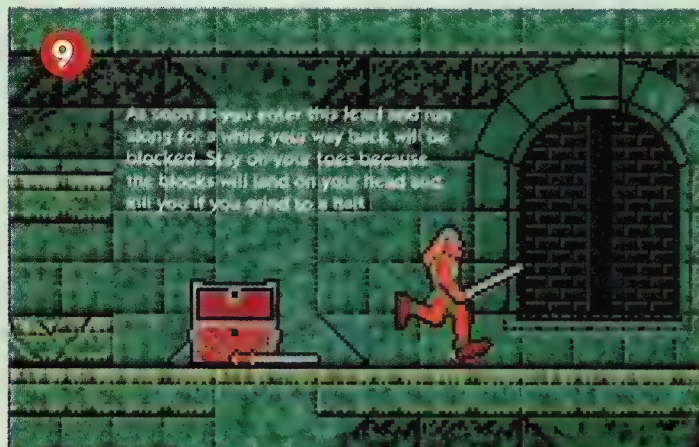


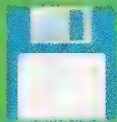
This mermaid is actually fairly hard to kill for she bounces about the place. Keep powering up all the time and hit her as she comes down from one of the bounces. After a while you should be able to continue

LEVEL FIVE - THE DUNGEONS



LEVEL SIX – THE TEMPLE





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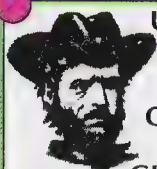
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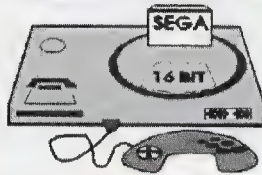
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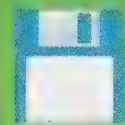


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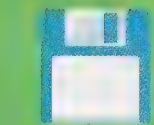
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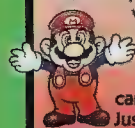
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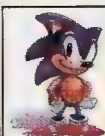
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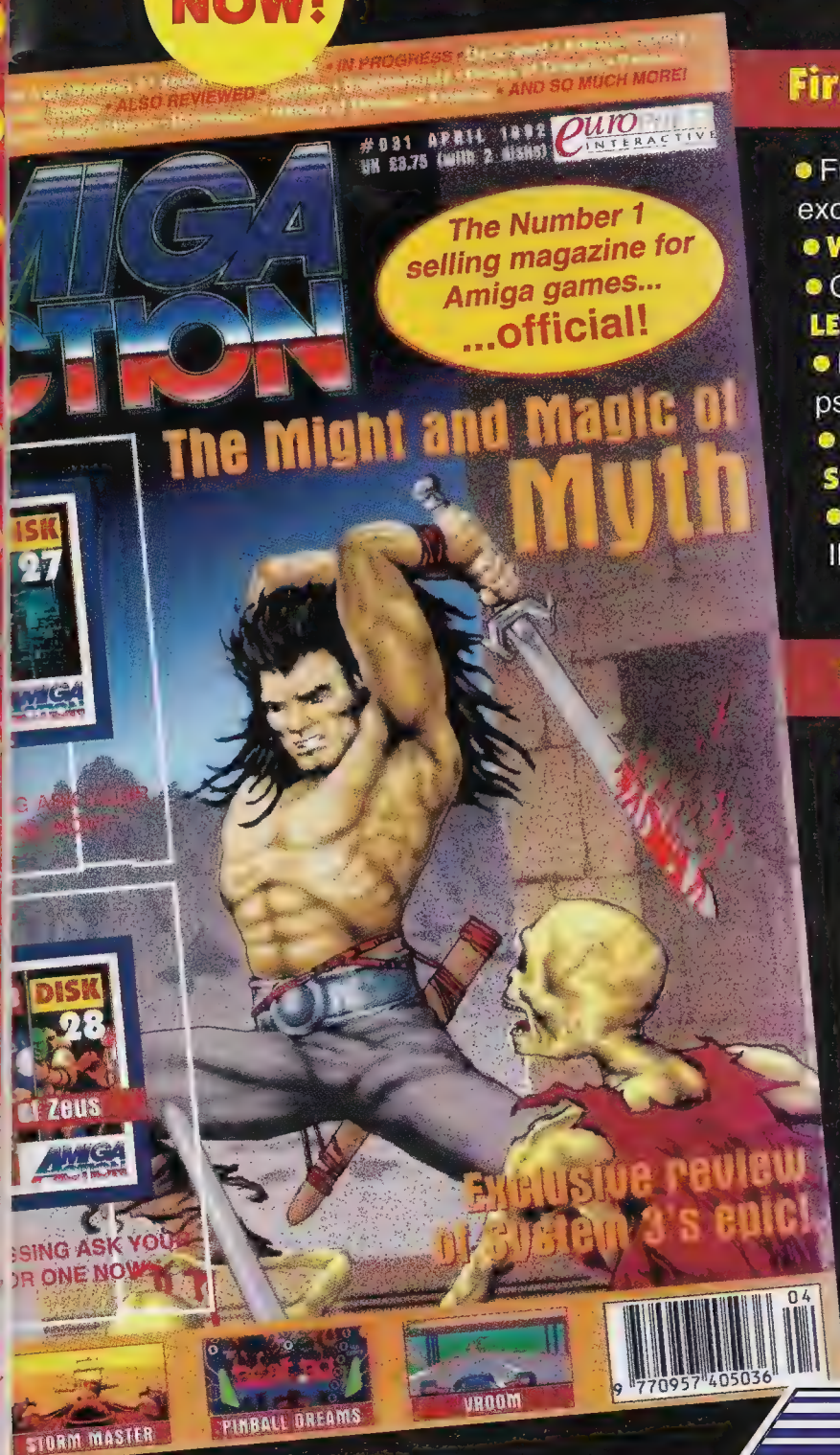
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Sneaky Peek

On 7th December 1941, with Pearl Harbour in smoking ruin, aerial history would continue and new legends would be born as American pilots launched into battle against the Japanese Empire.

ACES OF THE PACIFIC (AND GREAT WAR PLANES)

Your Gruman Hellcat circles above the enemy carrier while your wingman prepares to deliver the final blow



Flying a Japanese Zero you take a quick look at the enemy installation below and judge just where to drop your bomb

In the air, on the ground and far out at sea, two warring nations would come face to face and a new era of fearless pilots would forever mark their place in history.

Down from the top of the Coral Sea to the battle of Midway, young defenders of nations would take to the skies on wings of steel.

Fighting with honour and flying with the spirit of legends they'd be remembered as 'Aces of the Pacific'.

Step back in history and experience the emotion, men and machines of the World War II combat in the Pacific.



Up against enemy fighters and aces you'll intercept bombers, dive-bomb enemy carriers, launch ground attack missions to cripple enemy airbases and experience the terror and exhilaration of carrier landings.

Aces of the Pacific will see you up against some of the best pilots around. Have you got what it takes to meet Greg 'Pappy' Boyington, Hiriyoshi Nishazawa or even Richard Bong?

During the pitched battles you'll fly over 30 historically correct and fully researched aircraft: the A6M Zero, the F4U Corsair, the P38 Lightning, the F6F Hellcat, the P47 Thunderbolt, the SBD3 Dauntless Dive Bomber and finally the B5N Kate Torpedo Bomber can all be piloted.

GREAT WAR PLANES

Flying either for the American Air Force or the Japanese Imperial Guard, you'll experience the sights and sounds of air combat in the Pacific.

Taking off and landing on carriers, torpedo dive-bombing and vicious dogfights are all part and parcel of a top pilot's life.

Witness the exhilaration of mid-air explosions, billowing clouds of smoke and the roar of radial engines, but beware the enemy's lethal 0.55mm explosive shells!

At the beginning of each game you will have to decide whether to play a single mission or a full campaign -

you can even enlist for a full tour of duty between 1941 and 1945!

Through the spiralling dogfights of World War II, the smoking ruin of Pearl Harbour and the headline-ripping battles in the Persian Gulf, the evolution of aerial combat is celebrated with style in Damon Slye's epic Great War Planes series of historical flight simulations.

Dynamix will be releasing a series of expansion disks in 1992. The Red Baron Mission Builder lets players face more gruelling missions.

Using the latest planes of the era and pitted against top ace pilots, the Mission Builder will push would-be World War I pilots to the limit.

There will also be two data disks for Aces of the Pacific. RAF in the Pacific will see the Royal Air Force battling head-to-head against the might of the Japanese Empire.

Can the best of the British fighters last against the inimitable Japanese Zeros?

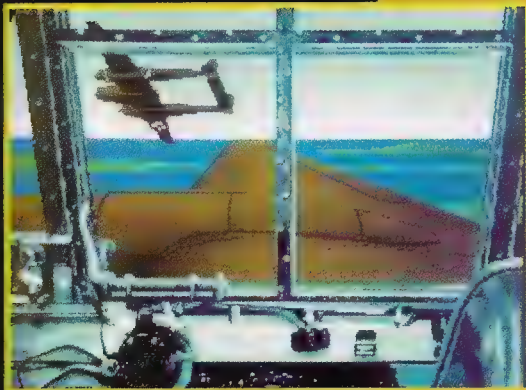
Finally World War II: 1946 asks the question, what if President Truman decided against dropping the deadly bomb?

This exciting scenario turns history into an unknown destiny as you decide the eventual outcome of the war.

Aces of the Pacific has been designed, developed and programmed



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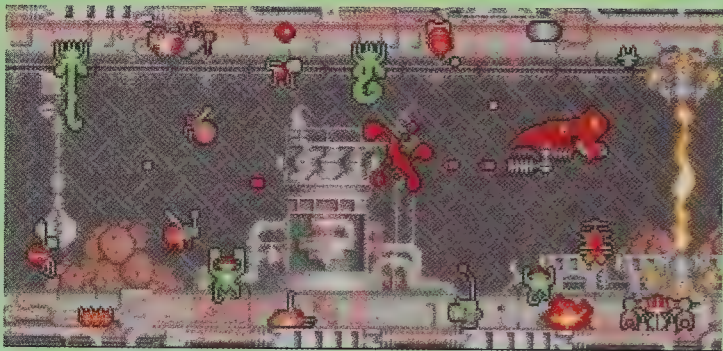


by Dynamix. The game will initially be available for the PC in May and will cost £39.99. The Great War Planes data disk series should be available later on in the year.

While involved in a heated exchange of gunfire you watch your six in case of an enemy bogey on your tail

An enemy Zero is turning to the right. Wait for a quick second and then squeeze the trigger. The result should be a glorious explosion





Rob Stevens, game designer and programmer of best-selling titles Barbarian II and Snare, has teamed up with Jo Walker who designed and produced the graphics for Barbarian II, Snare, Demoniak and Mega-Io-Mania.

The objective of this partnership? To design the most advanced and sophisticated shoot'em-up ever produced. When you think of the pedigree of games in this prolific genre, that is some goal to aim for!

But then again, this is one helluva team! The duo began the project by analysing shoot'em-ups on the home computer and console market as well as the arcade to get to grips with what makes the best great and the not so good, predictable.

The verdict was to attain the level of enemy intelligence which has obsessed veteran designer Jeff Minter for years with the quality of graphics that makes Xenon II the great blast that it is.

The result? A game requiring a level of intelligence and strategy that could outwit a constantly changing enemy. You need nerves of steel as you are confronted by truly fearsome enemy sprites.

CREEPY CRAWLIES

Eight levels take you through many different environments, infested by no less than 590 different types of insect and hostile plants.

Up to 1500 of the blighters are held in memory at any given moment, simulated simultaneously in real-time.

Furthermore, each of these aliens have real-time life cycles, behave intelligently, react immediately, interact and reproduce.

You're outnumbered by thousands to one. As a consequence the team has furnished you with

some awesome firepower, combining air power and ground-based armoury.

This includes a powerful battery of assault craft, nuclear initiative, slave robots and even computer database information to identify the enemy, its strengths and weaknesses.

TINGLES UP THE SPINE

A massive earthquake on the planet Genaoro 5 has damaged the research station which once housed thousands of different breeds of dangerous insect life-forms.

They are now invading all walks of life and threatening the lives of the citizens of the base.

You must act immediately before this hostile breed takes over with catastrophic results.

Technically it is astounding, stretching the machine to capacity, with over 2000 frames of animation, four levels of parallax scrolling, in fact a full two meg of graphics.

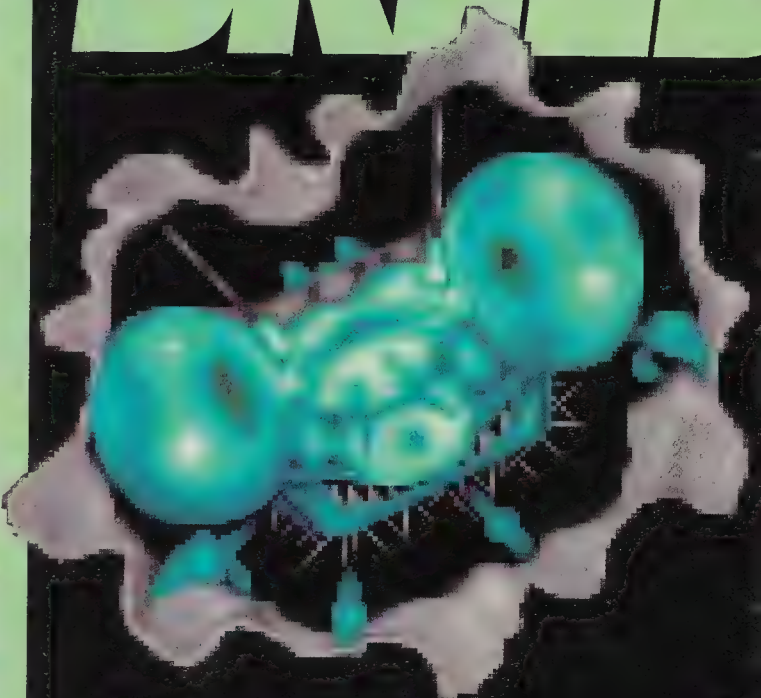
But internally it is burning up processing capabilities at a terrific rate. Instead of a linear progression of levels found in the majority of shoot'em-ups, each stage in Hostile Breed is a sector featuring bi-directional parallax from which you can enter into the action at will.

It is the simultaneous intelligence that is most astonishing. At any one time, on-board weaponry and defence systems can be used along with a small army of repair and reconnaissance robots in real-time which both think and act intelligently.

Whichever way you look at it, Hostile Breed has the hallmarks of a classic game. For the first time ever Palace Software can unashamedly boast that it has a game full of bugs!

Hostile Breed is to feature on the Amiga in April with other formats planned for the future.

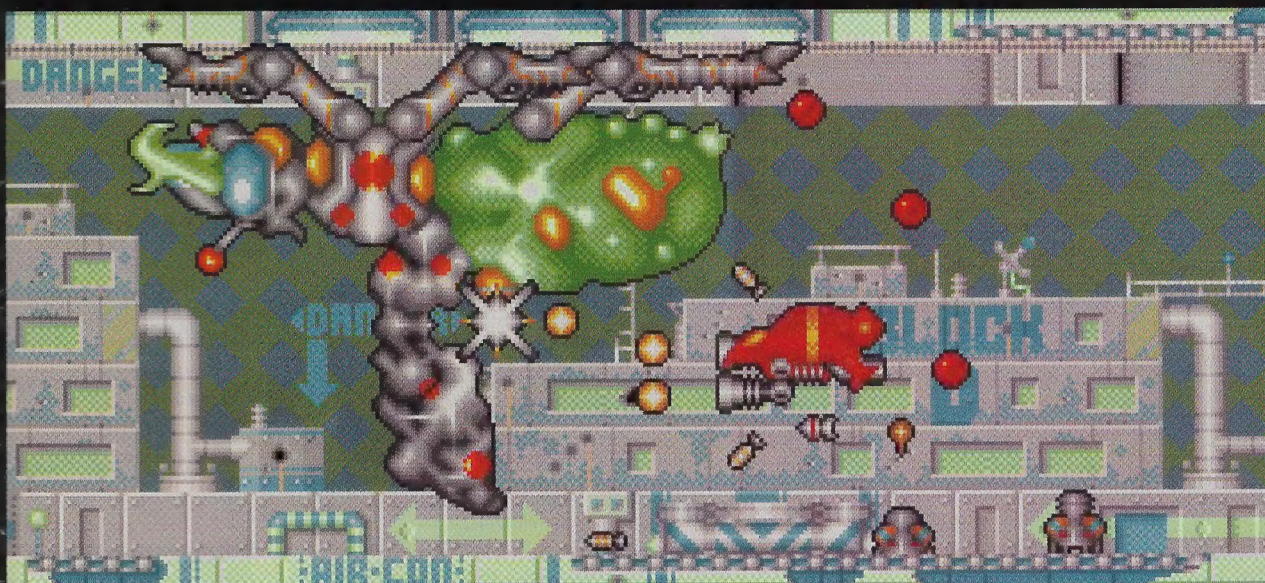
HOSTILE BREED



Sneaky A



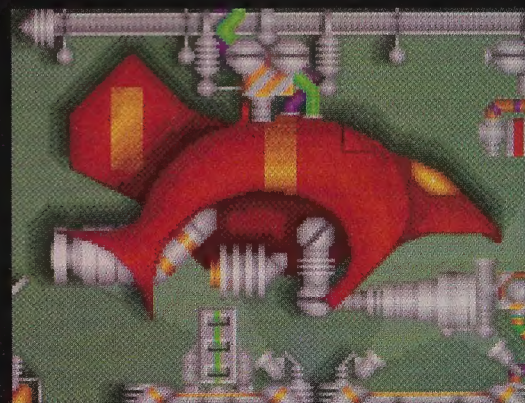
ILE



A fast and furious shoot'em-up is the order of the day. Learn to use your firepower effectively and zap away at those denizens of the woodwork

Peek

Insects could survive Armageddon. Their ability to infest, procreate at a phenomenal rate and adapt to any condition means no extermination operation, short of global napalming, can effect this Hostile Breed.



(Left) Your thinking cap needs to be well and truly screwed onto your head, especially since these critters are certainly not lacking on the brain power front

(Above) Sleep like a babe? No chance of that with these hostile beings invading every nook and cranny possible

CLASSIFIED ADVERTS

This is where you can make some cash and give other readers a chance for a bargain by advertising any bits and bobs, consoles, computers, etc. that you don't need or want any more.

We do not accept adverts for software formats (sales or swaps) that are copyable - that means disks and cassettes, and no trade ads either!

• For sale Sega Mega Drive with five games. Will swap for Game Boy or sell for £30. Call James on (0689) 861818 after 4pm.

• Mega Drive games - Golden Axe, Moonwalker, Hard Drivin', Strider, Mercs - £20 each or all five for £80. Phone 081 440 7577 now!

• Mickey Mouse for sale on Game Gear, mint condition, boxed and with instructions. £15 or swap with any other good Game Gear game. Phone (0494) 716567 after 4.30pm.

• Wanted! Secondhand 3.5" disk drive or printer. For sale! Sega Game Gear boxed as new with Psychic World and Wonderboy. £125 ono. Phone Michael Cox on 0536 741837.

• Wanted: colour monitor and leads to fit Sega Mega Drive, will pay £40. Also Desert Strike, John Madden '92 and any good games wanted. 128k and 48k Spectrum games for sale. Tel: 0403 62233 after 4pm.

• Arcade power stick, Sonic and (Japanese) Double Dragon 2. £26 each. Tel: 0993 776542 after 3.30pm.

• For sale, Game Boy in good condition and four games: Tetris, NFL, Batman, and Paperboy. Comes with two-player lead. £85 the lot. If interested, please write to: WHF Oldham, 6 Parkfields, Putney, London SW15 6NH.

• Amstrad CPC6128 computer with disk drive and green screen monitor. Only £120 ono. Phone (0745) 334035 after 6pm.

• For sale, Roger Rabbit for Game Boy. £15. Excellent condition. Call 0727 864467 after 6pm. Ask for Paul or Simon.

• Game Boy with Tetris £30. Other games £10. Many Master System games including Golden Axe, Mickey Mouse, R-Type, Shinobi, Rastan to swap. Write to: B Sheena, 16 Poplar Road, Oldbury, Warley, West Midlands B69 4AR.

• Sega Mega Drive plus one game £125 ono. Sega Mega CD with Heavy Nova £325 ono. Tel: (0389) 52680.

• For sale, Sega Master System with Light Gun, a rapid fire unit, two pads, plus six games including Gauntlet. Sell for £80. Contact Anthony on 0256 463344 ext.4150.

• Amiga games for sale, all boxed and originals. From £2. Send sae for full list to: D Taub, 36 Trentbridge Close, Ilford, Essex, IG6 3DG.

• Amiga Cartoon Classics pack, three joysticks, disk box, SCART lead, loads of games including Robocop 3. Swap for Mega Drive with CD-ROM. Phone (051) 931 1381 after 6pm.

• Atari ST games including Monkey Island, Killing Cloud, Space Quest 3, Star Wars, Lemmings, Gold Rush, Mean Streets, Gazza 2. For sale or swap. Loads more titles too. Phone Pete on 0296 82362.

• Atari Lynx II including adaptor, ComLink, carry case, and 15 games. Offers around £350. Phone (081) 505 4383, ask for Ka-Loon.

• C64, tape deck, two joysticks, and 250 games/demos including Myth, Turtles. Also loads of magazines. A bargain at £150. Phone (0502) 741597.

• Will swap Sonic the Hedgehog for any UK or USA Mega Drive game. Tel (041) 952 5255. Ask for Colin.



And now the end is near for Uncle X. Alas! I just can't take it any more. The endless lists of questions have done for me. Farewell, cruel world - bang!

X-IT

OH DEAR

Do you think that you could give me details for the Dragon because I'm thinking of getting one?

Robin Davies, East Garston.

I take it you are looking for a doorstep. For those who don't know, the Dragon is an ancient 8-bit computer which never really made it. Why not think about getting a Vic 20 instead?

SUPER-DUPER?

To start off I have to say your mag is utterly brilliant and is a pleasure to the eyes. I would be unbelievably grateful if you could answer these questions for me...

1. Is the Famicom worth the money?
2. Are the games fantastically brilliant?

David Stone, Cumbernauld, Glasgow.

1. *In my opinion, yes. Especially if you have £149.*
2. *As with most machines you get some brilliant games and others which fail to hit the mark. By and large, most of what we've seen is awesome.*

TIME WILL TELL

Please, please answer these questions for me:

1. Do you think that now the Super NES will be released it means that the Nintendo 8-bit system and the Sega Master System will die?
 2. With the Neo-Geo being released will the software come down in price because £150 is a lot of money!
 3. Is the Neo-Geo software currently worth the asking price?
 4. When will Dracula come out on the Lynx as it looks pretty awesome?
- May I say that the T-shirts you give away are probably rubbish anyway so I won't ask for one, (size medium if you're wondering).

Robert Coe, Stansted, Essex.

1. *The Super NES will be released on 6th June and will enter into a head to head battle against the Mega Drive.*

What will probably happen is that the NES and Master System will sell at a lower price for younger games players or those who don't have the dosh to buy one of the more expensive machines.

2. *In time as more machines are sold, the software will come down in price but probably not enough.*
3. *In order for me to justify spending £120-150 on a game it would have to be pretty amazing. To be honest, I don't think Neo-Geo software is worth the asking price at the moment.*
4. *Sometime between July and September.*

SHORT AND SWEET

Could you please answer me a few questions?

1. When is Sim City going to be on budget and how much will it cost?
2. How do you use a Disk Doctor?
3. When will Robocod be released for the Amiga?
4. Can I have a Games-X-T-shirt?

Cheton Mistry, London.

1. *It's one of those games that will probably never appear on budget. It will sell slowly but surely at full price, so Infogrames doesn't need to drop prices.*
2. *Easy this one. Read the instructions you get when you buy it.*
3. *It has been out for quite a while on the Amiga. Where have you been?*
4. *Yes, seeing as it's the last issue of Games-X.*

WHY, WHAT, WHERE?

I own an Amiga 500 and I think your magazine is great. I have a couple of questions for you to answer.

1. What is the best fantasy game for the Amiga?
2. What's the best Dizzy for the Amiga?
3. What's the best shoot'em-up for the Amiga?
4. Is Turtles 2 any good?
5. Oh I nearly forgot, what's the best beat'em-up game for the Amiga?

Dean Ealey, Waterloo, Liverpool.

1. *Take your pick from: Dungeon Master,*

EXCUSE ME?

TOTAL WALLY I am writing yet another letter to you. Except this time I am not asking questions. (Will wonders never cease? - Unc)

1. Review more games for the Master System and NES.
2. Tell Dr X I think he needs a new wardrobe.
3. Since you have been so rude to other people I am going to make a smart comment about YOU!

I think that you are a cowardly twit not showing your photo, but who would want to see a fat ugly twerp like you? Anyway, I will continue this letter writing to other staff members.

Dear John, Nick, Pam or whoever you are,

Why don't you get rid of Uncle X because I am sure the whole of Britain and Ireland will be glad to see him go? I am now going to end this letter by saying four words: Uncle X is a loser!

Alan Bergin, Kildare Town, Co Kildare.

Have you always been such an obnoxious little oik?

Might and Magic II, Black Crypt or any SSI Gold Box game.

2. *MagiCland Dizzy.*
3. *Our suggestions: Bloodmoney, Project X, Xenon 2.*
4. *No!*
5. *Take a look at IK+, First Samurai, Last Ninja III.*

DO WHAT?

I think it is stupid sending letters about T-shirts when Games-X is about games. I am writing about a Game Gear.

I think that if you give a computer to some people more people will buy Games-X. Oh please will you give me a Game Gear?

Jamie Warwick, Reading, Berks.

Hmm, couldn't agree with you more about the T-shirts. As for the Game Gear... get off my pages!

WORRY YE NOT

I have recently purchased a Japanese Super Famicom. Could you please tell me if the official UK Super NES carts will be compatible with my machine. If not will there be an adapter to enable me to play UK carts?

Richard (Worried) Smith, Dudley, W Mids.

Good news, the UK carts will be compatible with the Japanese Super Famicom. Also, by investing £20 in a converter you'll be able to play American Super NES games as well.

TEAM TALK: THE END



Alex: Well, this is it. The end is now upon us, I hope to see you all in a future life, which won't be very soon.

Brian: No Way! (Yes way! - Ed) Boo Hoo! Oh, this is tragic, I can't handle it! Ah well, time to move on to pastures new I suppose! Party on...



Feargus: So it's back to Box City, Flyoverville. Spare a few coppers for a bottle of drain cleaner?



Jane: My husband is an armadillo and budgies nest in my hand-bag. At least I've still got my sanity! Wibble!



John: No one even noticed that Games-X was an anagram of SEX MAG! I'm disappointed in you all! Bye then!

Jason: I think I'll spend my time sitting on park benches contemplating the meaning of existence, or get very very drunk.



Pam: You mean this is the last issue of the mag! Why doesn't anyone ever tell me anything?



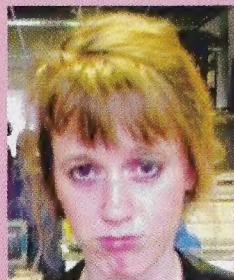
Nick: What's the problem? I'm having a relaxing time in hospital eating lashings of ice cream.



Jon: Oh what a personal disaster! What am I going to do all day long without Games-X? (Get a life! - Ed)



Rob: Don't mind me, I'll just hide in the corner and mumble quietly to myself, "I did it my way."



Sharon: I'll start a business blackmailing people with all those photos taken during the Street Talks.

Scoop: I decline to make any comment. I've signed the Official Secrets Act so I can't talk to you.



Steve: To be or not to be, that is not the question, it's just not fair. Where's my mummy? The Milky Bars are on me. (? - Ed)



GAMES-Xtinct

Looks like this is the end of the road for Games-X and so it's time to say thanks to all our loyal readers for supporting us through the last year.

As for the team members? Well, they have moved on to projects new and revolutionary. So keep your eyes glued to your newsagents' shelves on May 26th.

WHO DUNNIT?

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JUMP AT IT!

PARASOL STARS

RAINBOW ISLANDS 2

"Both graphically and sonically this is a highly impressive product... well worth buying"
GAMES X 19/20 GAME OF THE WEEK

"Sheer brilliance, and no mistake... an easy contender for Game of The Year"
CU AMIGA 95% SUPERSTAR

"The playability is what sets it apart... teasingly addictive and enthralling, PARASOL STARS deserves all the praise it gets. Place an order now!"
ST ACTION 92%

COMMODORE
64
ATARI ST
CBM
AMIGA

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TXITO